NINTENDO POWER

VOLUME 22
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METAL STORM

Battle Tactics For
A Reverse Universe

Hot Reviews
Part II: StarTropics
G.I. Joe

Plus!
The Nester Awards
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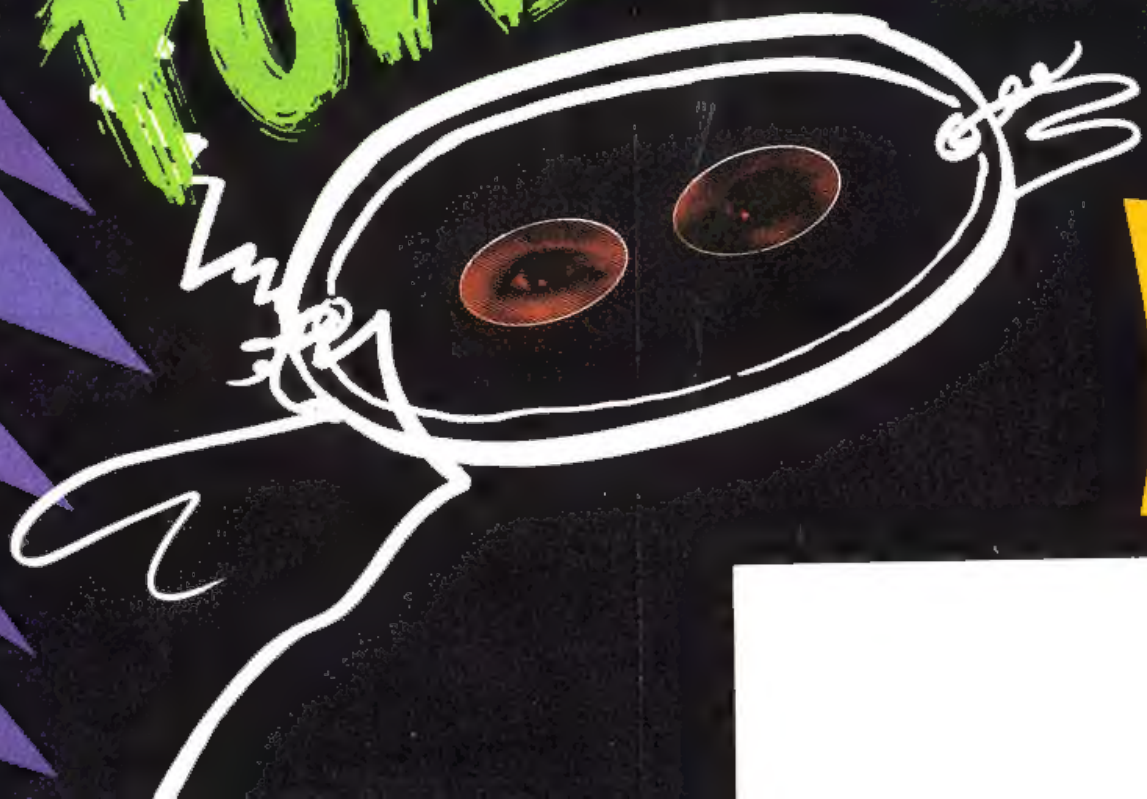

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POWERLINE

Welcome to another great issue of Nintendo Power. We have our regular in-depth reviews this month and something extra. It's your turn to pick the winners—it's time for you to cast your votes in the third annual Nintendo Power Nester Awards! Nominees for categories such as Best Game, Best Graphics & Sound and Best Play Control are listed beginning on page 80. Which nominee was your favorite character? Trevor Belmont? Little Nemo? Mega Man? Your ballot automatically enters you in this month's Player's Poll contest and makes you eligible for great prizes, so be sure to mail your completed postcard right away! Don't miss this chance to have your votes count!

● Leading off our review lineup this month is Part 2 of StarTropics, the adventure that has players island hopping, hunting for Dr. J. It's a whale of a tropical tale covering chapters 3-6 of Mike's search for Dr. J. Mike's quite a guy, but does he stand a ghost of a chance against the fearsome foes he faces?

● Ready for an astral melt-down? Read up on MetalStorm's gravity-defying stunts and solar escapades. It's a space adventure with a twist, and you won't really have solar savvy until you master its topsy turvy techniques. If you're fixated on space travel, you'll want to board the MetalStorm ship.

● Hudson hit big with Adventure Island, and Part 2 is even better. The sequel has the same great graphics, but now its world is much larger, with lots of new—and unique—islands to explore. You'll love the variety, and with that much more ground to cover, you'll appreciate its built-in Stage Select.

● Curious about what's inside the gray box? They say curiosity killed the cat, but in this case, the many questions we've received about the NES Control Deck prompted us to write this month's Special Report on NES hardware. Find out how the components interact to produce the on-screen action that have made the NES such an institution. And spare the cat one of its lives.

● Our roving Pak Watch reporters are back from the Winter CES with the latest scoop on the new Game Paks for the NES and Game Boy and with a super-special announcement: Nintendo of America will introduce a 16-bit Super NES in the U.S. some time this fall! We'll have their complete report next month.

NINTENDO POWER™

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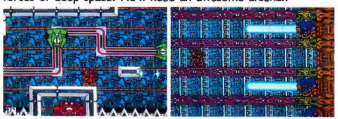

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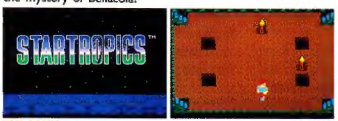

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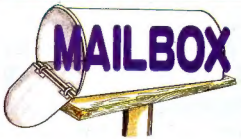

In Volume 18 (November/December 1990) we asked you to send tales of desperate deeds you've done for the sake of your favorite video games. Since then, amazing adventures have poured in from across the country—and beyond! This month's Mailbox features the accounts of very loyal Nintendo fans.

I was so desperate to become a Nintendo Game Play Counselor that I wrote to the Mickey Mouse Club telling them about my dream. They decided to help me make it come true!

They flew my parents and I to Seattle, WA, near Nintendo of America Headquarters. I toured NOA and a camera crew videotaped me for 12 hours with real Game Play Counselors. Boy, was I tired! I met Kim Racey (she's cool) and Howard Phillips—The Game Master!

I'll never forget that day! They showed the videotaped session on the Disney Channel. It was a totally desperate act, but it worked!

James Wong
La Mirada, CA

When I got the Nintendo Power Strategy Guide featuring Super Mario Bros. 3, I read it from cover to cover. I got my first chance to play SMB 3 at my cousin's house, and I immediately fell in love with it. I played for so long that my cousin accused me of hogging his NES. I really wanted SMB 3, so I left the Strategy Guide on my father's chair so he could see how wonderful the game was. He didn't seem to notice, though; he just moved it. Next, I tried hinting to my uncle. I sat beside him reading the Strategy Guide, sighing my head off and humming the SMB song. He didn't seem to get the idea.

Then I thought I'd play it cool. When my mom asked me what I wanted for my birthday, I said that nobody had to get me anything. When she asked again I said, "Well maybe SMB 3."

My two-year-old brother was the biggest help. I got him to say something about SMB 3 several times a day.

On my birthday, I got three packages. Only one was the size of an NES Game Pak, so I opened it first. Imagine how disappointed I was to find a shirt! I was sure that the last package wasn't a Game Pak because it was the size of a small suitcase. But when I opened it, there was another package inside that was much smaller. I opened it to find a box with a picture of a moustached man with a raccoon tail!

Justin Unga
Phoenix, AZ

I was really desperate to get Super Mario Bros. 2 when it first came out. All the stores were either sold out or they wanted more than I had saved. At the time, I had saved $54.00.

Thinking that I might be able to make a deal, I started calling friends who had it. I called about 24 people before one friend said he'd consider parting with it. He wouldn't sell it for $54.00, though. We negotiated. I ended up trading 7 of my best baseball cards, worth about $132.00. I was desperate, but I got Super Mario Bros. 2, so it was worth it!

Chris White
Syracuse, NY

I wanted to get Teenage Mutant Ninja Turtles for Game Boy, but my mom said I couldn't. Then, in school they started an orchestra. I thought I'd like to play the violin, but my mom wanted me to play the cello, and said she'd buy me the game and a Battery Pack if I'd play the cello. It sounded like a good deal to me, so I agreed. I really like TMNT, but I still hate playing the cello.

Andrew Pavelchak
Lexington, KY

THINKING BIG

I am a fifth grader at Walt Whitman School in Woodbury, NY. For a school assignment we had to make a "Think Big" or "Pop Art" project. I always play Game Boy and really enjoy it so I decided to make a "Think Big" Game Boy. My Game Boy is 50 inches tall, 34 inches wide, and 5 1/2 inches thick. I've enclosed a photograph so you can see how big it really is.

Courtney Lewis
Woodbury, NY

How many batteries does it take? Or will you be coming out with a king-sized Battery Pak soon?

RAP IT UP!

My brothers, my friend, and I wrote a rap song about a few of your games. We hope that you like it!

THE NINTENDO RAP

My name is Matthew Bearup and I'm here to say,
I like Nintendo in a crazy way.
Super Mario Bros. is awesomely cool,
But in Mario 3 the koopas are dudically cruel.
Double Dragon is neat, but part two is better,
You need to be smart or Vanna won't turn your letter.
Dr. Wily is quick, but Mega Man is quicker,
And for a very good snack, munch on a Snickers.
Ninja Turtles are green and they love to fight,
Heroes on the half shell . . . All right.
Chip and Dale are small and they have buck teeth,
They have to fight Fat Cat and a dog with no leash.
Simon Belmont is brave, and he's no geek,
He has to fight Dracula, who is a freak.
The Dark Knight in black, the Joker needs bail,
He has to go fight just to save Vicki Vale.
The Simpsons are coming to Nintendo, Yo!
They'd better hurry 'cause I got to go.
Music is great to straighten out the mind,
But Nintendo is cool if you want to unwind.
So yo, yo, yo, yo, yo, yo, yo, yo, yo, yo, yo Homeboy.

Cory Cardwell,
Matthew, Jamie & David
Bearup, Rome, NY

Like other celebrities, Nester has fans who swear they've spotted him at the local arcade, bowling alley or Burger King. Do you know someone who resembles Nester—or maybe just acts like him? We'll print photos of Nester look-alikes, so send your snapshots in, then watch future issues for your entry!

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VIDEO SPOTLIGHT

ZACH WILL BE BACK!

I'm so proud of my 7-year-old brother, Zach Pryor! He competed at NWCs in Milwaukee and Atlanta and placed third. Zach had the top scores when he hit the finals and got to sit in the throne! My dad took him on his first plane trip to Atlanta to compete. He said that he has never met a nicer bunch of people than the ones at the contest. All of them made the kids feel like winners. I've enclosed a picture of Zach with Terry, one of the NWC announcers. Next year, I hope to go to the NWC.

Zach's sister,
Penny Pryor

Zach with PowerFest emcee Terry Torack at the Milwaukee PowerFest.

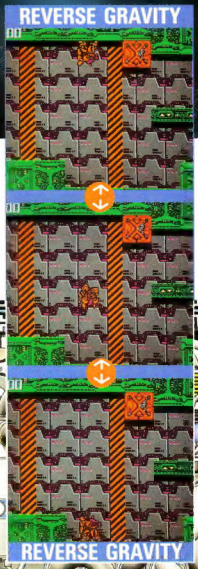
The PowerFest concluded in December with the Nintendo World Championship finals held at Universal Studios in Los Angeles. Was the competition stiff? Bet on it! With 90 regional champions from across the country vying for national titles, the PowerFest was the definitive match-up. All the competitors were winners, but only one per age group could be named Nintendo World Champion. The 1990 champs are as follows:

11 & Under
Jeff Hansen Score: 2,009,950
12–17
Thor Aackerlund Score: 2,809,995
18 & Over
Robert Whiteman Score: 1,956,960

METAL

Heavy Metal Sci-Fi Action

In the 26th Century, mankind has colonized the solar system. But on distant Pluto Base, a solar system defense outpost, all is not well. A gigantic robot-controlled laser cannon created to defend the Earth from alien invaders has turned against mankind. All attempts at activating the Base's self-destruct device have failed. In control of a M-308 Gunner robot, you must storm Pluto Base's seven levels and destroy it. Not only will you have to battle mobs of robotic defenders, you'll also have to puzzle your way through the Base's maze-like corridors. The fate of Earth is in your hands in this action thriller from IREM.



STORM

GAME PAK · DATA BOX

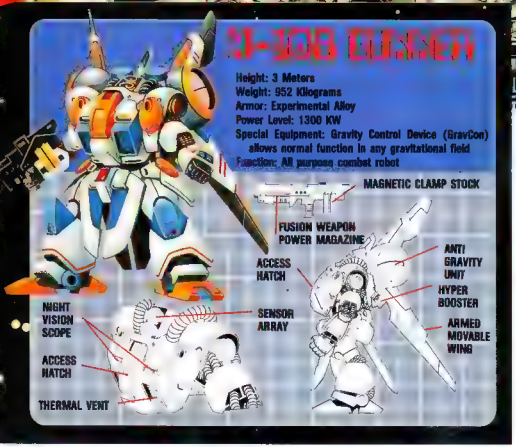
METALSTORM IREM

1 PLAYER / PASSWORD

MEMORY 1M X 2M / MMC3 — —

POWER METER

Graphics & Sound	3.8
Play Control	3.7
Challenge & Lasting Int.	3.7
Theme & Fun	3.7

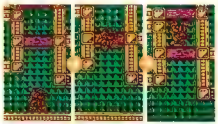


Cybernetic Gravity Control Device

The M-308's Gravity Control device allows it to fight on worlds with heavy gravity. Jump and press Up to perform a Gravity Flip. When gravity is reversed, so is your play control.

HIGH JUMP

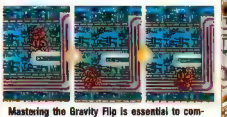
Jump up through an overhead ledge, and reverse gravity at the peak of your leap to hit the ceiling on the other side.



Use the Gravity Flip creatively to fully explore Pluto Base.

CORNER JUMP

Jump off a ledge and use both the GravCon device and the control pad arrows to bend your jump around and under the platform you just jumped off of.



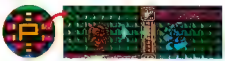
Mastering the Gravity Flip is essential to completing your mission. Practice this move often in early Stages.

SPECIAL WEAPONS

The M-308 can find weapons and useful items during its mission, but it can use only one Special Weapon at a time.

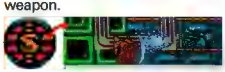
POWER BEAM

The Power Beam boosts the force of your weapon, allowing you to blast through walls and defenders.



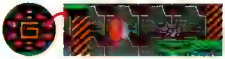
SHIELD FORCE

This well-nigh invulnerable energy field protects you from harm and it can be used as a weapon.



GRAVITY FIREBALL

If you have this item, you'll be invincible as you reverse gravity.



SPECIAL ITEMS

ARMOR
One hit will usually destroy the M-308, but with Armor you can survive an extra blow.

BONUS
Collect this object to gain 5,000 bonus points.

CRUSHER
This rare and valuable item will crush every enemy in sight.

1-UP
Gain an extra chance at defeating the menace to Earth with this item.

EXTRA TIME
Turn back the system's clock by collecting this item.

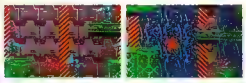
STAGE ONE

ACCESS CORRIDOR ALPHA

Pluto Base's entrance corridor lacks significant defenses, and will give you a chance to master the use of the Gravity Flip maneuver in a confined, terrestrial setting. Demolish any robot sentries you encounter and make your way into the interior of the Base!

CONSTRUCTION COMMENTS

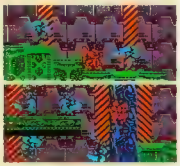
Sensitive areas of Pluto Base are posted with robotic defenders. To allow entrance by routine maintenance crews, the security system in the entrance corridor lacks complexity.



STAGE 1 START

DRONE PATROLS

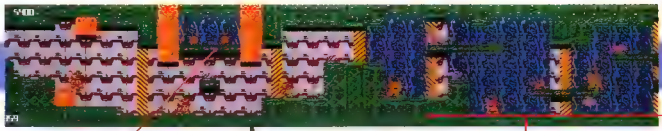
Mindless Drones pace in the access corridor. They are easy to avoid if you are patient and don't run or jump into them. Notice that the Drones are affected when you reverse gravity, so don't Gravity Flip when one is above or below you.



LEDGES AND BARRIERS

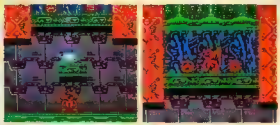
You can jump "through" certain ledges and barriers. Small arrow markings indicate the direction you can go. Barriers which you can pass through can also be penetrated with your normal firepower.

STAGE 2 START



ITEM COLLECTION AREA

Clear out the Turrets in this area before you attempt to collect the items above. Your priority throughout your mission should be to collect the Special Weapons as they can mean the difference between success and failure.

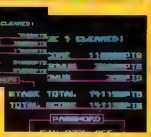


TURRET TROUBLE

It's best to fire on the Turrets from above or below, because it's risky to take them on head-to-head. You can also just pass them up, but they will track your passage and may shoot you in the back. Crush them before you advance to be safe.

POWERFUL PASSWORD

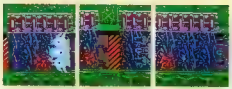
When you finish a stage, you'll be given a password that saves your score, Special Weapons and number of lives left. When you write down your Password, be careful with characters like S and 5, which are easily confused.



TO STAGE 1-2

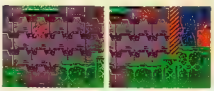
ONE-WAY TRAP

When the Battle Drone traps you in the corridor, fire several shots at it, fall back and fire again. Repeat until you eliminate it.



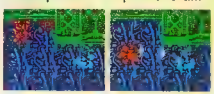
SPIKES

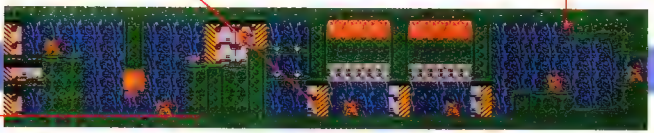
The sharp spikes spell doom even for the M-308 Gunner. Gravity Flip to the ceiling to bypass this threat.



GET THE POWER!

Grab the Power Beam even though you'll lose the Gravity Fireball. The Power Beam is the best Special Weapon overall.

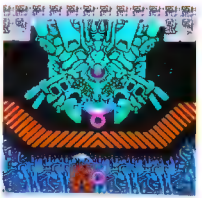




RED ALERT SEQUENCE: FUSION REACTOR

FUSION REACTOR

Only the randomly appearing energy bubbles of the Fusion Reactor are vulnerable. Blast these whenever they are exposed. It's simple to avoid the Reactor's energy rings as they are fired in a set pattern. When you're on the ceiling, you can duck to avoid them. Find a safe spot and concentrate on hitting a single energy bubble for an effortless victory.



You have no time limit when fighting in a Red Alert Sequence, so wait for an opening. With the Fusion Reactor, if you just stand there and watch it for a while, it will self-destruct.

STAGE TWO

TESSERACT TUNNEL

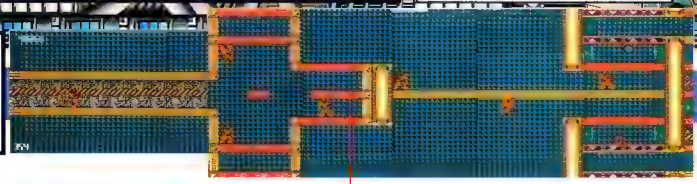
After the access corridor, the defenses of Pluto Base become more intense. The layouts are maze-like and tricky to get through, even without the enemy attackers. Stage 2 introduces a slight puzzle element that makes your task more than just a search-and-destroy mission.

CONSTRUCTION COMMENTS

To disorient intruders, warp technology was used in building the second stage. This essentially allows unlimited vertical scrolling.

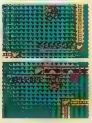
In game terms, the bottom and the top of the map are connected. Since the screen scrolls with you, it can be easy to get confused.

STAGE 2-1 START



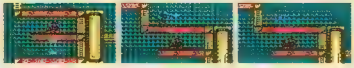
SCORE THE 1-UP

To get the 1-Up, creep to the very edge of the left platform. Jump over the spikes, and at the peak of your leap do a Gravity Flip, holding right on the Control Pad. You should make it to the 1-Up.



SHOOT THROUGH THE WARP

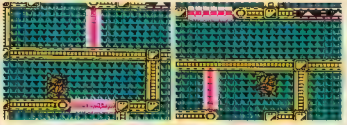
Since the top and bottom of the screen are connected, if you fire your gun up or down, the shots will appear on the other side. This can be useful to clear the way before you advance.



STAGE 2-2 START

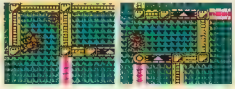
GRAVITY SENSITIVE GATES

It takes planning and careful use of the Gravity Flip to make it past the Gates. Don't get caught in the path of a Gate as it moves!



ARMS AND A PLAN

Collect the Armor using the Gravity Flip, then jump down into the left nook and Gravity Flip again. With the Gate open, jump the gap and continue.



ZAPPER TRAPS

To make it through a pair of these indestructible clappers, jump directly in the center of the pair and immediately jump to the next corridor. Near the end of Stage 2-1, you'll have to jump up, move right slightly, and quickly jump up again.

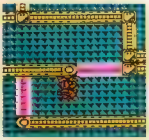
PERFECT GAME

If you use a Password to start with a Special Weapon and good score, don't Continue when your game is over. Select End, then Password, then Start.

TO STAGE 2-2

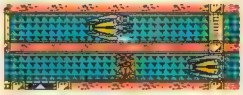
COMPLICATED CORRIDOR

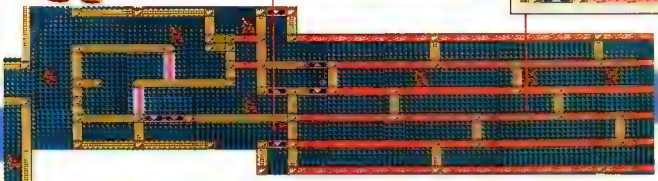
If you must Gravity Flip near a Gate, use a nearby nook or alcove to stay out of its path as it swings. Study the pattern of Gates carefully and Flip your way past.



HALL GUARDS

Stand your ground and smash the Warbots that defend these passages. If you try to run past them, you'll probably get hit by their fire.

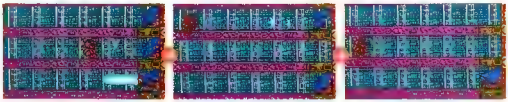




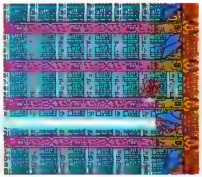
RED ALERT SEQUENCE: PLASMA CANNONS

PLASMA CANNONS

When you appear in the Plasma Cannon area, jump up one level and start firing. Once you have eliminated the Cannon in your corridor, you have a safe haven from the others. Jump up slightly (not all the way into the next corridor), firing all the while, to take out the other Cannons without risk.



Be careful not to jump all the way up into the next corridor, especially if the Cannon is ready to fire.



If you have the Power Beam, once you have defeated a Cannon, go right to the point where the corridor changes color. Fire up or down continuously to destroy the Cannons without danger to yourself.

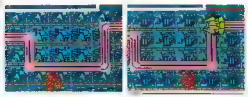
STAGE 3-1

GRAVITRAIN ACCESS CORRIDOR

The rail system for shuttling supplies into Pluto Base has become part of the defenses. Endless numbers of tram cars are available and they can be difficult to avoid due to the twists and turns in the corridor.

CONSTRUCTION COMMENTS

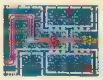
There are no tricky physics to this stage, but the moving Gravitrain cars make it very hazardous. You must often move quickly to get past these vehicles.



STAGE 3-1 START

CHOOSE YOUR WEAPON

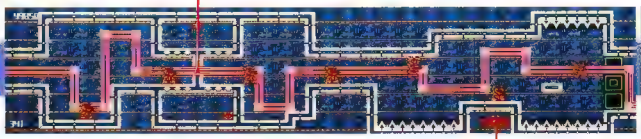
Both the Armor and the Power Beam are good, but get the Armor if you already have a Special Weapon.



HAZARDOUS APPROACH

Time your jump well and continuously fire to make it past the Gravitrain Pods.

STAGE 3-2 START



GO TO A

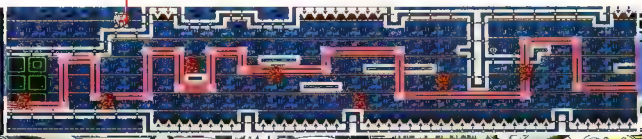
TRICK SHOOTING

Defense Turrets behind walls can still shoot you. Use the Shield to destroy them.

FIRE GATE

Gravity Flip to the floor to deactivate this fiery defense mechanism.

A



RED ALERT SEQUENCE: LASER CANNON FLOATER

LASER CANNON FLOATER

If you steadily fire upwards as soon as you appear, holding your ground as it moves closer, you should be able to decimate the Laser Cannon Floater before it can hit you.

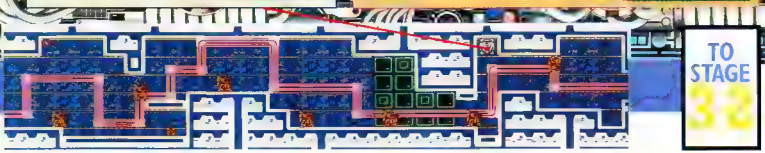
A robot's iron nerves are required to stand your ground in the face of the Laser Cannon.

JUST AROUND THE CORNER

A large Laser Battery waits in ambush around the corner. It will take several hits to beat, especially if you don't have the Power Beam. Be ready to dodge to the left if you take too long to mash it.

SCROLL YOUR TROUBLES AWAY

Don't pass any items as you progress in your mission, because they vanish once they've scrolled off the left of the screen. Certain enemies, like the Traps in 2-1, will also disappear if scrolled off the screen.



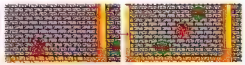
TO STAGE 3-2

STAGE FOUR THE CAGE

From the Gravitrain Corridor, the M-308 is teleported to "The Cage." This strange box will take you through a field of Space Mines and other defenses. Limits to your movement capabilities imposed by The Cage make this area challenging.

CONSTRUCTION COMMENTS

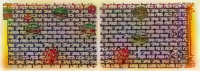
The Cage was designed to take scientists safely through the mine field, but with the Base gone amok, it no longer works properly. Memorize the path it takes to survive the journey.



A wild ride awaits you in The Cage.

SPACE MINES

Floating throughout the entire stage are swarms of deadly Space Mines. Since they are indestructible, your only choice is the avoid them.

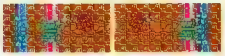


REGENERATING LASER CANNONS

Watch out for Laser Cannons which reappear after you destory them. Destroy them twice to be sure.

INSTANT WALLS

These force field walls can only be brought down by destroying the Turret in the middle. When two come down simultaneously, go for the left one first, then the right.

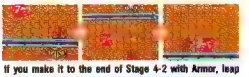


DOOM SPINNER

Quick jumping is essential to survive the trap at the end of 4-1. Hold down the fire button as you leap to hit the orbiting death-dealers.

BEAMS OF DOOM

As the Red Battle Drone bounces inside The Cage, the Laser Cannons at the top and bottom will fire long beams of destructive energy at you. Destroy the outside Cannons with your Power Beam, then go after the Red Drone.



If you make it to the end of Stage 4-2 with Armor, leap straight for the Red Battle Drone to annihilate it with a touch.

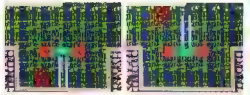
STAGE FIVE

BEAM DREAM

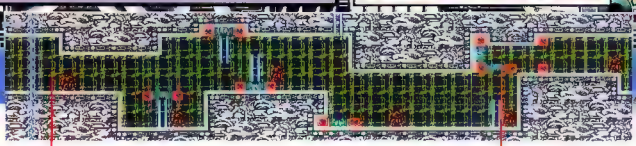
If you don't have the Power Beam left from the last Stage, you'll find this Stage tough. The Dual Beam Guns take several hits to destroy, and you only have a second to hit them before they recharge and fire again.

CONSTRUCTION COMMENTS

This heavily armed passage is one of the last defenses for the Pluto Base. The strategically placed Dual Laser Guns are designed to rake the area with deadly energy.



STAGE 5-1 START

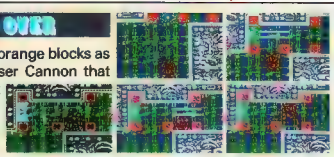


THE BEAM OF DEATH

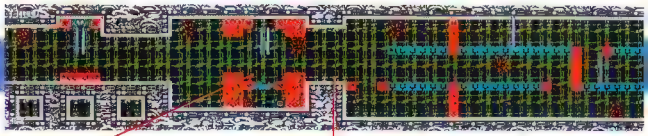
Tarry too long in any part of Stage 5, and a beam of totally destructive energy will creep from left to right, vaporizing anything it touches.

UP AND OVER

Use the two small orange blocks as cover from the Laser Cannon that fires right. Duck between them and the beams will go over your head.



STAGE 5-2 START

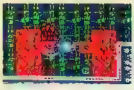


USE THE SHIELD OFFENSIVELY

At this point you'll want to get both the Armor and Bonus Points. A Special Weapon makes this easier.

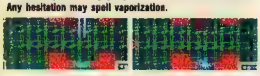
WITH SHIELD

As soon as the Laser Cannon stops firing, jump down onto it and press Down. The Shield will move down and vaporize the gun.



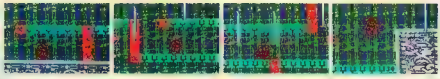
WITHOUT SHIELD

Use your regular gun or the Power Beam and when the cannon stops shooting, jump onto it and fire downwards. Any hesitation may spell vaporization.



PLASMA WAVES

The small bulb-like ships flying through here unleash deadly vertical plasma beams. If you run through on the middle level, the first two will go harmlessly overhead. Drop down to the bottom level to avoid the third one, and Gravity Flip to the ceiling to miss the fourth.

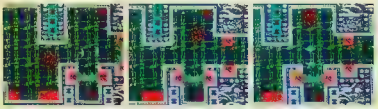


UNDER PRESSURE

It can be useful to wait in certain safe spots for the Beam Of Death to come along. It will eliminate everything.

SHOOT'EM OFF THE SCREEN

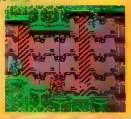
You can often hit the Laser Guns before they appear. Use that technique to secure the area, then destroy the vertically firing Cannon and collect the Power Beam.



METALSTORM

SPECIAL STRATEGY

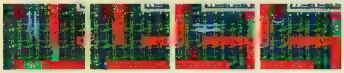
Don't lose your cool in MetalStorm. Even though there is a time limit, patience will often prevail. It takes luck to "Rambo" your way through any level.



TO STAGE 5-2

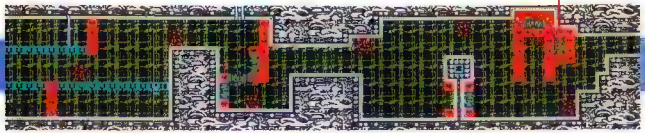
SHIELD OR POWER BEAM?

Get the Crusher before the Shield, then avoid the Laser Beam which guards the Shield.



SHIELD POWER

Use the Shield to destroy the Cannons behind the walls. Then collect the Power Beam.



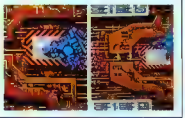
RED ALERT SEQUENCE: TRANSFORMER

TRANSFORMER DEFENSE UNIT

This guard can take three different configurations, and each form fires a different kind of energy beam. It can take an astounding amount of damage, even from the Power Beam. In order to defeat it, you must evade its shots while scoring as many hits of your own as possible.

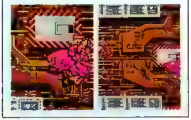
1

The first form shoots energy diagonally. The beams bounce off the floor and ceiling.



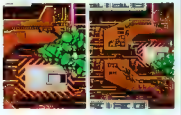
2

The second type of beam is a square wave. Square waves look like they are normal straight beams, but they turn up or down randomly.



3

Finally, the unit will let loose with vertical plasma waves. Then, the unit will mix-up all three attacks until it is destroyed.



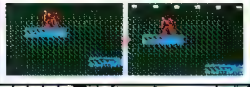
STAGE SIX

FREE FALL CORRIDOR

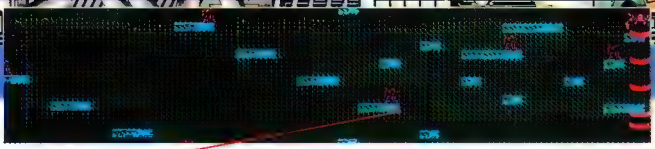
Many floating platforms form your only foot holds in this Stage. Don't worry about falling off; when you reach the bottom of the screen, you'll reappear at the top.

CONSTRUCTION COMMENTS

They threw physics out the window when they designed this corridor. It's easy to get disoriented as the platforms march upwards. Always be aware of what is above or below you when you Gravity Flip or jump.



STAGE 6-1 START



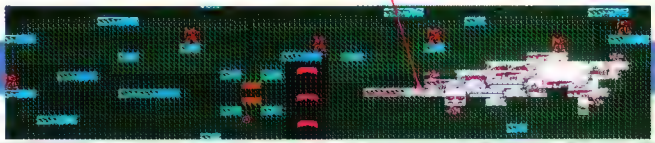
ORBITERS

These deadly devices orbit the platforms. You should either shoot through the platform to hit them after you land on it, or just go past them with a well-timed jump.

LARGE GUNSHIP PLATFORM

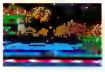
Be sure to get the Armor before you advance to the Big Gunship. After you blow up the first gun on top, advance along the bottom, destroying the Cannons whenever possible. More Battleships will attack after this Gunship, so be ready.

STAGE 6-2 START

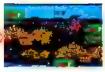


WHIRLING MODULES

Three giant machinery modules follow a track suspended over a deadly energy field. Your goal is to destroy these, your only safe foot holds. Jump from one to the other, firing all the while. Jump to the next module when the one you are standing on starts to move up the chamber's right side.



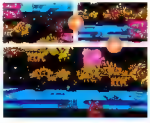
The modules turn purple when they are almost eliminated.



When you have only one module left, stand on it and fire down for all you're worth!

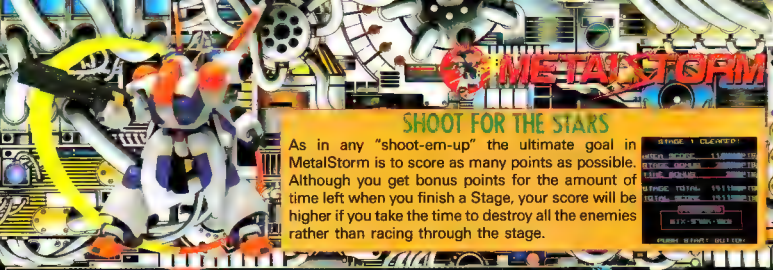
DESTRUCTION METHOD ONE: LEAP!

Hold down the fire button as you jump and you'll score hits on the modules as you leap around.



DESTRUCTION METHOD TWO: GRAVITY FLIP

When you're down to one block, you'll have nowhere to go when the block reaches the top, unless you jump off the top and Gravity Flip to the bottom.



SHOOT FOR THE STARS

As in any "shoot-em-up" the ultimate goal in MetalStorm is to score as many points as possible. Although you get bonus points for the amount of time left when you finish a Stage, your score will be higher if you take the time to destroy all the enemies rather than racing through the stage.

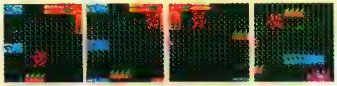
TO STAGE 6-2

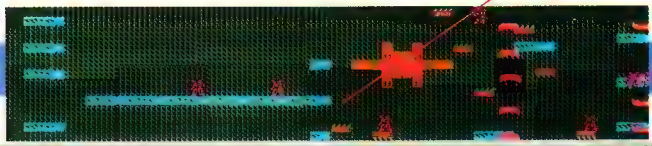
GUNSHIP PLATFORM

Travel along the top of this large firing platform and wipe out its Cannons as you go. As soon as you pass it, advance slowly and be ready for attacking Battleships. If you go forward too quickly, the Battleships will ram you before you have time to react.

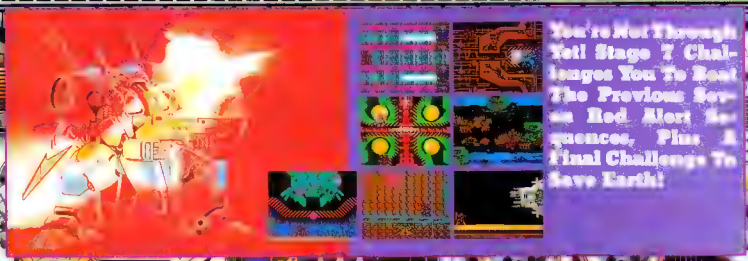
THE FINAL PROBLEM

When you reach the end of Stage 6-2, you'll have to be extra careful when you jump or Gravity Flip. Watch out for the small spiked platforms and the two Fire Gates. It can help to pause the game, think out your strategy, then go forward.

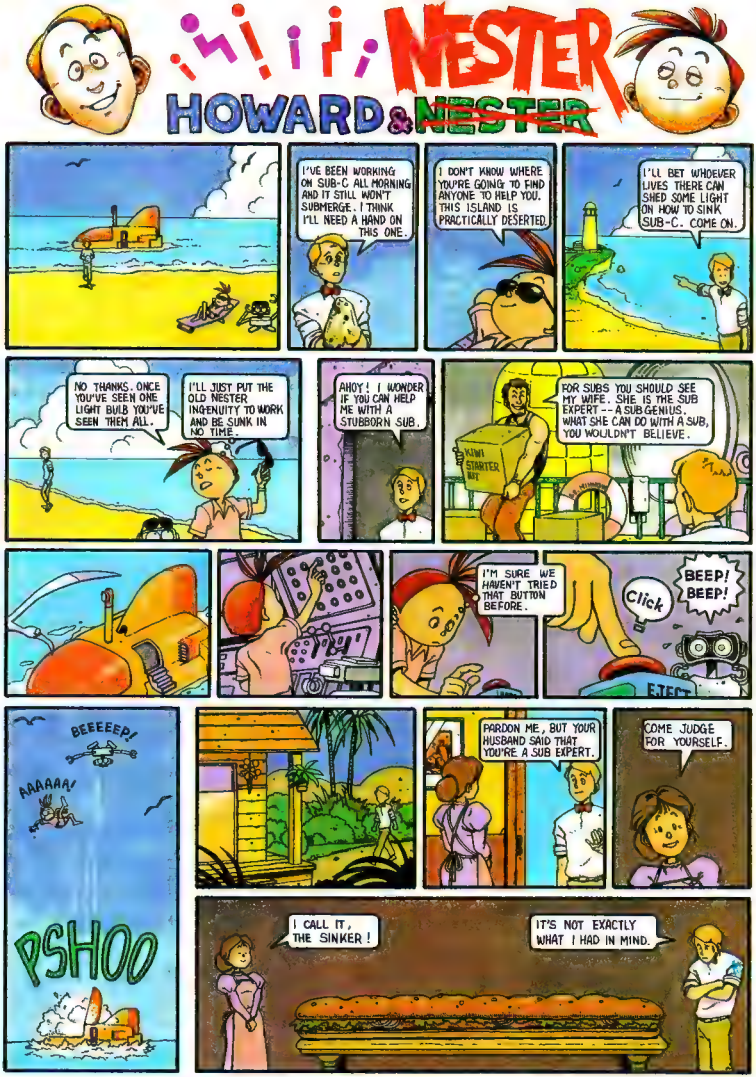




RED ALERT SEQUENCE: WHIRLING MODULES



You're Not Through Yet! Stage 7 Challenges You To Beat The Previous Seven Red Alert Sequences, Plus A Final Challenge To Save Earth!


HOWARD & NESTER
I'VE BEEN WORKING ON SUB-C ALL MORNING AND IT STILL WON'T SUBMERGE. I THINK I'LL NEED A HAND ON THIS ONE.
I DON'T KNOW WHERE YOU'RE GOING TO FIND ANYONE TO HELP YOU. THIS ISLAND IS PRACTICALLY DESERTED.
I'LL BET WHOEVER LIVES THERE CAN SHED SOME LIGHT ON HOW TO SINK SUB-C. COME ON.
NO THANKS. ONCE YOU'VE SEEN ONE LIGHT BULB YOU'VE SEEN THEM ALL.
I'LL JUST PUT THE OLD NESTER INGENUITY TO WORK AND BE SUNK IN NO TIME.
AHOY! I WONDER IF YOU CAN HELP ME WITH A STUBBORN SUB.
KIWI STARTER KIT
FOR SUBS YOU SHOULD SEE MY WIFE. SHE IS THE SUB EXPERT -- A SUB GENIUS. WHAT SHE CAN DO WITH A SUB, YOU WOULDN'T BELIEVE.
I'M SURE WE HAVEN'T TRIED THAT BUTTON BEFORE.
Click
BEEP! BEEP!
EJECT
BEEEEEP!
AAAAAA!
PSHOO
PARDON ME, BUT YOUR HUSBAND SAID THAT YOU'RE A SUB EXPERT.
COME JUDGE FOR YOURSELF.
I CALL IT, THE SINKER!
IT'S NOT EXACTLY WHAT I HAD IN MIND.

GOO
ACME AIR
!! POP !!
FOR EMERGENCY USE ONLY
X13
FWOOSH
X13
YOUR LIFE HAS JUST BEEN SAVED BY THE ACME AIR BAG MODEL X13...YOU'RE WELCOME
ACTUALLY, I'M LOOKING FOR A WAY TO MAKE MY SUBMARINE GO UNDERWATER.
I SEE. WELL, YOU COULD EAT MY SANDWICH AND THEN GO ON BOARD. EITHER THAT OR LOOK FOR SOME HELP ON THE BEACH. A SECRET PATHWAY LEADS YOU THERE.
clink
clank
EEEE!!
I'LL GET THIS SUB TO GO UNDER IF IT'S THE LAST THING I DO.
ZWAP
HELP!
YOU'RE BACK PRETTY QUICK?
I FOUND THE CODE TO SUBMERGE SUB-C. BUT IT LOOKS LIKE YOU ALREADY CRACKED IT.
WELL, I DIDN'T EXACTLY CRACK IT...
I TRIED TO STOP HIM.
HMMM, A SIX INCH DRILL WITH A CARBIDE TIP. I WOULD HAVE JUST PULLED THE DRAIN PLUG.
Blub Blub

StarTropics

The Trail To Find Dr. J Continues Through A Chain Of Mysterious Islands

#3 STORM AND CALM

The dangers of Coralcola and Octo's Island are behind you. Now, even more difficult challenges lie ahead. A violent storm has tossed the Sub-C into a coral reef. You're land-locked until you can find a way to repair it and sail on to continue your search to find Dr. J.

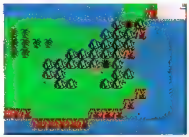
Coconut Cure

In the hut closest to shore, you'll find an old man who offers you a taste of life-saving Coconut Milk and points you in the direction of Miracola.

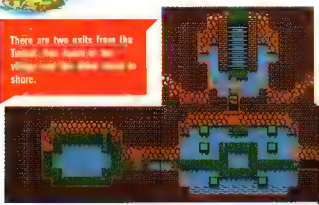
© 1990 Nintendo

THE TUNNEL TO MIRACOLA

A short, but dangerous, tunnel lies between you and the village of Miracola. Fight your way through and you may find someone at the Sub-C.

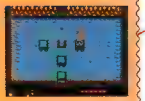


There are two exits from the Tunnel. One leads to the village and the other leads to shore.



Ya Gotta Have Hearts

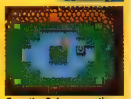
Hit the correct Tiles in this room and a set of Double Small Hearts will appear in the center. Study the movement of the Up/Down Tile where the Hearts rest and jump quickly, as the Tile is on its way up. Then hop off the Tile before you take a plunge.



SPECIAL WEAPON

Bola

The Bola is a swift weapon that can be thrown for a great distance. Find a safe spot with a clear shot to the enemy, then fire!



Toss the Bola across the water at unsuspecting enemies. Aim carefully. You only have a few shots.

ENEMIES

DODOS

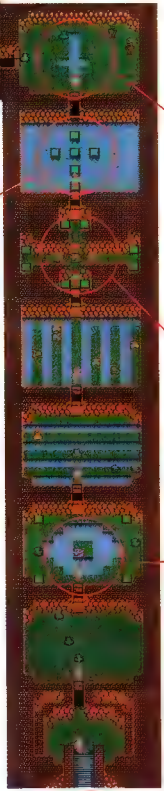
The small but strong birds of this island chain are slow movers. Knock them with the Yo-yo before they have a chance to get close.

NINJA MONKEYS

The athletic Ninja Monkeys can surprise you with their quick moves. Keep on your toes when you see these characters and seek out a safe spot.

BONEHEADS

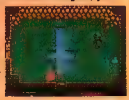
As you may guess, Boneheads aren't known for their brains. They charge when you cross their path. Be prepared for a fight.



ENTRANCE

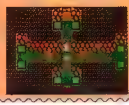
Don't Move!

When you enter this room, stop and stand near the Gate. The Boneheads won't approach and you'll be able to fight off the Dodos with a few swift shots from the Yo-yo. When the Dodos are gone, you'll have to move to get the Boneheads. Stay on the other side of the water from these odd birds and reach over with the Bola or Yo-Yo.



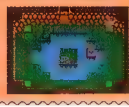
Clear The Way

The Loopers can't slither past the Treasure Chest. So, before you open it, take out the top Looper with a few shots from the Bola. Then Tile hop to open the Chest and run straight up as the other Loopers are heading away from the center of the room. You'll open the exit by hitting the Tiles near the top of the room.



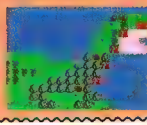
Treasure Trip

The Treasure Chest in the center of the room may seem out of reach. You can get to it, though. Hit one of the corner Tiles and a Trigger Tile will appear in the water. Then hop onto the Trigger Tile and jump to the center. The Treasure Chest will open to reveal a Bola. Use it to knock out the Dodos and keep moving.



Wrong Way Out

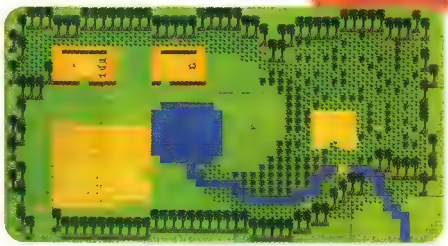
If you take the wrong exit from the tunnel, you'll end up on the wrong side of the hills. Go back to the tunnel entrance and start from the beginning. Take the other path to arrive in Miracola.



MIRACOLA

Welcome to Miracola, Mike. We Miracolans are very handy with shipwrecked subs. Before we fix the Sub-C, though, please seek a cure for my daughter, Bananette. She has fallen asleep and will not wake without a spell from the hermit on the mountain.

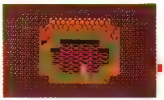
Miracola is a mysterious village. Its inhabitants will be kind to you only if you save the Chief's daughter. You can visit her after you visit the Chief by finding a hidden entrance in the north side of the Chief's hut.



Answer this villager's question, keeping in mind that you are in Miracola, and the guard in front of the Chief's hut will allow you to enter.

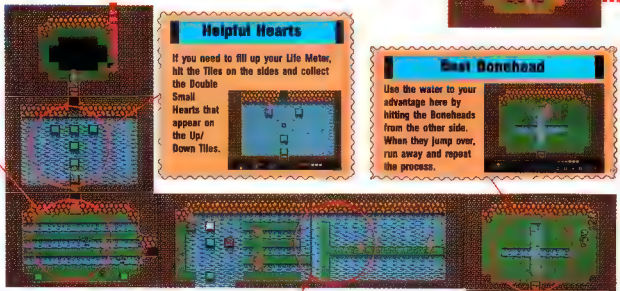
Bananette has been asleep for 100 days. Journey to the other side of the island and seek a cure for this strange malady.

MAGMA'S MOLTEN TUNNEL



Triple Play

Three pesky Gadfles hang out in this room. Knock them for a loop with the Bat before they can attack. Then hit the Tiles on the bottom of the room to open the Gate at the top.



Helpful Hearts

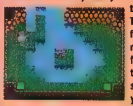
If you need to fill up your Life Meter, hit the Tiles on the sides and collect the Double Small Hearts that appear on the Up/Down Tiles.

Bast Bonehead

Use the water to your advantage here by hitting the Boneheads from the other side. When they jump over, run away and repeat the process.

Heart Hide-A-Away

On the west side of the long, dark room there's an opening to the south that you may miss if you don't look carefully. Hop to the hidden chamber and collect the valuable items that it holds. You'll need all of the help that you can get in this treacherous tunnel. There's still another floor to go and a meeting with the fiery fiend, Magma the Fierce. Try to save the Potion until you reach this horrific hothead.

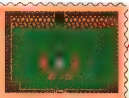


Dark Room

The lights are out but somebody's home. Watch the Loopers movements to determine where the land ends and the water begins. Then blast 'em with your Yo-yo and move on unharmed.

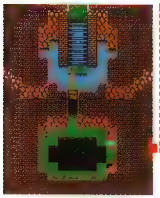
Looper Leap

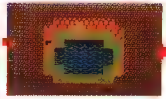
A set of six Loopers is waiting here to cut you off at the pass. Head straight up the center and jump up as each pair of Loopers charges. Then move up before they can charge again.



ENTRANCE

EXIT





MAGMA THE FIERCE

MAGIC ITEMS

STOP/SLOW

Collect this clock to freeze, or at least slow down, all of the enemies in the room.

TRY YOUR LUCK SIGN

This odd item will either add to, or subtract from, your characters in reserve. Collect it if you feel lucky.

ENEMIES

MAD MUDDIES

The slipperiest of fiends emerges from the depths and spits mudballs. Be careful!

GADFLIES

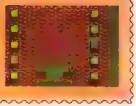
These quick critters move diagonally if you stray too far to one side.

Freeze The Flies

There's a Stop/Slow on the lower row of Tiles. Trigger it to the left and collect it to the right. Then clean the clocks of the frozen Gadflies.

Don't Dive

You'll have to brave the attacks of Mad Muddy and the Gadflies in this room. If you need Hearts, go around to the left first but stop before you hit the mud. Then work around the right side and hop to the mat.

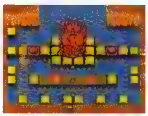


Hit And Hop

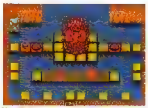
Mad Muddy attacks when you get to the Trigger Tile on the side. Whack Muddy with your Yo-yo and hop straight up to avoid the Mudballs that he sends your way. Then hop to the left and open the Exit before Muddy returns.

MAGMA THE FIERCE

The molten mass of this fiery fiend absorbs shots from your weapons without taking damage. The only way that you'll be able to extinguish his flame is to stick him into the muck.



Jump to find the Trigger Tiles that will break Magma's link with the surface.

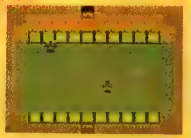


You'll find one switch to the left and another on the right side of Magma's perch.

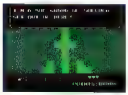
SPECIAL WEAPON

SLING SHOT

Send out projectiles faster and farther than before with this spring-loaded weapon.

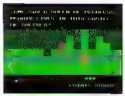


NO ADMITTANCE

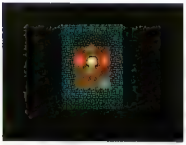


Only women are allowed inside the walls of Shecola.

The warriors of Shecola know the secret of getting to the west side of the island where the Hermit lives. Only women are allowed to enter the castle to speak to the warriors. You'll have to find a way to trick them into letting you in.



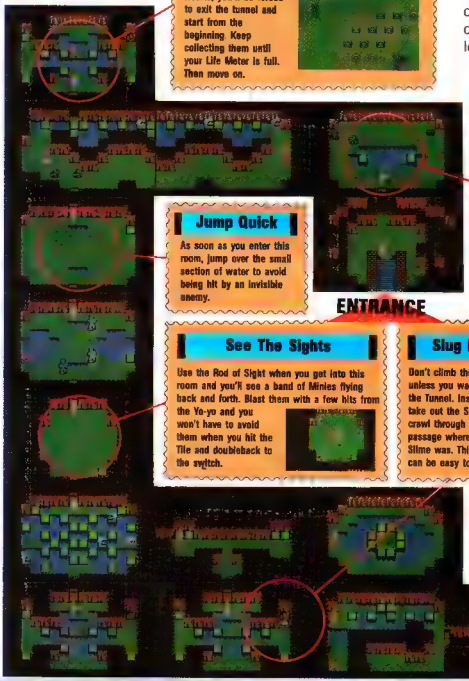
Queen Shecola will admit only women into the castle. Search the grounds to find a solution to this dilemma.



A Fortune Teller lives in a chamber on the side of the castle. She'll help you enter if you can find her Crystal Ball in the Ghost Village.

THE GHOST TUNNEL

The entrance to the Ghost Tunnel is not immediately visible. You'll find it only by walking into the headstones around the Ghost Village. Once you find the right headstone, you'll notice that it is a slightly different color from the others. Crawl down below and get ready for a very challenging battle.



Heart Haven

After you collect these Hearts, you'll be forced to exit the tunnel and start from the beginning. Keep collecting them until your Life Meter is full. Then move on.

Bonedog Bonanza

The Bonedogs won't know what hit them if you play it safe and knock them with the Yo-yo from one of the Tiles in the water. It may take a little longer to get them this way, but it saves Hearts.

Jump Quick

As soon as you enter this room, jump over the small section of water to avoid being hit by an invisible enemy.

ENTRANCE

See The Sights

Use the Rod of Sight when you get into this room and you'll see a band of Minies flying back and forth. Blast them with a few hits from the Yo-yo and you won't have to avoid them when you hit the Tile and doubleback to the switch.

Slug It

Don't climb the stairs unless you want to exit the Tunnel. Instead, take out the Slime and crawl through a passage where the Slime was. This one can be easy to miss.

Reveal Valuable Secrets!

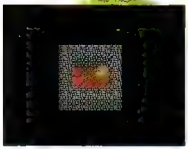
It may seem that you've defeated all of the enemies when there are really still more floating around. Use the Rod of Sight to reveal these ghosts and defeat them to open elusive passages.

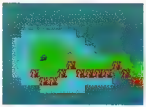
These Minies will only reveal themselves when you use the Rod of Sight.

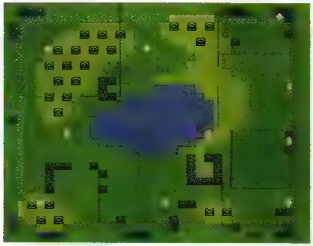
Watch For Fire

The blasts of the Mini-Volcano in this room are few and far between. You should be able to avoid them easily as you open the Gate.

GHOST VILLAGE







On your way to the Ghost Village, make sure that you find the Big Heart in a hidden underground passage. You'll find the extra energy to be invaluable in the coming fight.

MAGIC ITEMS

ROD OF SIGHT

The extremely useful Rod of Sight makes ghosts visible and vulnerable with a flashbulb-like burst of light.

LANTERN

For a few valuable seconds, the Lantern will allow you to make your way around a normally dark room. Use it sparingly.

ENEMIES

BONEDOGS

These curious canines may seem incomplete but they can still take a bite out of you if you get too close.

SKULLS

Even though they are bodiless, the Skulls have no trouble hopping around and making things difficult.

MINIES

Unless you have the Rod of Light to uncover these ghosts, they can float around unseen and unharmed.

MUUMUS

It'll take a lot of Yo-yo power to persuade these mixed-up mummies to go back to where they came from.

MR. ARMSTRONGS

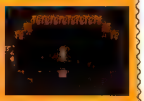
The long limbs of Mr. Armstrong come up from the ground when you least expect it and toss handfuls of rocks.

DIMNARS

Bearing more than a casual resemblance to Wizzrobes from the Legend of Zelda, Dimnars emit strong magical bursts.

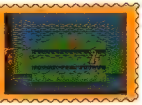
TAKE THE LOW ROAD

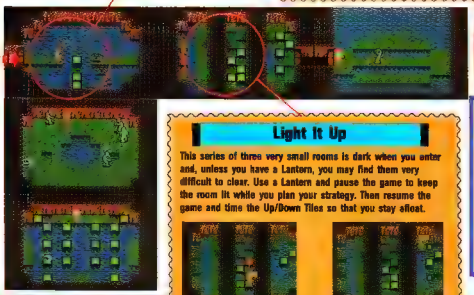
Before you ultimately go through the wall on the right side of this dark room, explore the area that you can get to by hopping through the hidden hole at the bottom of the room.



Out Of Reach

As soon as Mr. Armstrong breaks out of the ground, jump to an area above or below him and approach him from the side. This way, you'll be able to defeat him without getting pelted.

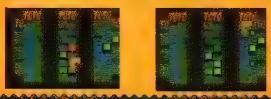




EXIT

Light It Up

This series of three very small rooms is dark when you enter and, unless you have a Lantern, you may find them very difficult to clear. Use a Lantern and pause the game to keep the room lit while you plan your strategy. Then resume the game and time the Up/Down Tiles so that you stay afloat.



THE GHOST TUNNEL

THE GHOST TUNNEL, CONTINUED

Fight For Sight

If you are low on Rods of Sight, you'll find it useful to take this short detour and fight off Mr. Armstrong. Hit the Tiles after Mr. Armstrong bites the dust to pack a Rod.

Safe Spot

In order to avoid any unnecessary damage, jump to safety on one of the side Tiles and wait for the Muumus to get within Yo-yo distance. Or, find the hidden Stop/Slow and get them while they're frozen.

Drain The Lake!

You made it to the lake stopper! Hit the head Tile three times and water will pour from the Skull. Then the Ghost Village Lake will be drained and you'll easily be able to recover the Fortune Teller's Crystal Ball from the lake bed. Good job!

GET OUT OF HERE

When you get to this room, go straight up and avoid any contact with the Muumus and Mini-Volcanos. It appears that you are surrounded by water, but there is dry land ahead.

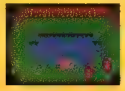
DEAD END

There's no reason to go into this dead-end room. The only thing that will result in your entering the room is a possible loss of valuable energy. Get out!

SPECIAL WEAPON

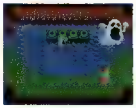
MIRACLE MIRROR

Reverse the magic blasts of the Dimhags by shielding yourself with the Magic Mirror.

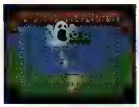


MAXIE ATTACK!

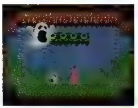
It won't be immediately apparent that Maxie is in the room until you use a Rod of Sight to reveal this enormous ghostly entity. As soon as you see it, avoid the Minies and aim for it with a round of Bolas. Use the Bolas sparingly, though. You have only a few of them and they're the only weapons that will reach Maxie.



Unless you use a Rod of Sight to reveal Maxie and the Minies that are circling around, you'll be hopelessly attacked by an invisible enemy.

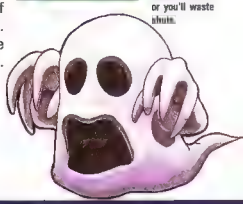


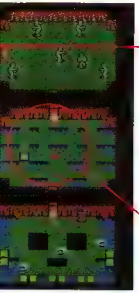
Don't waste your Bolas on Minies. Avoid these pests and aim for the big ghost.



Smash Maxie with the fiery Bola and step quickly to avoid the Minies and blasts from the Mini-Volcano. The only weapon that can reach Maxie is the Bola. Aim carefully.

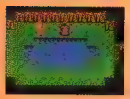
When Maxie is damaged, it will quicken its pace and become a more difficult target. Don't be hasty or you'll waste shots.





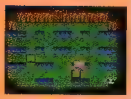
Bounce Back

Dimhag alert! Wait for those merciless magicians to conjure up a blast. Then turn their magic against them with a Magic Mirror. The Mirror only lasts momentarily. Time it right.



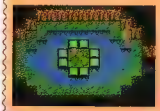
Minie Haunt

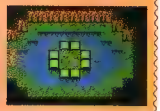
There is a Minie waiting in one of the corners of this room. You could easily pass it by. Use a Rod of Sight and defeat the Minie. You'll be pleasantly surprised.

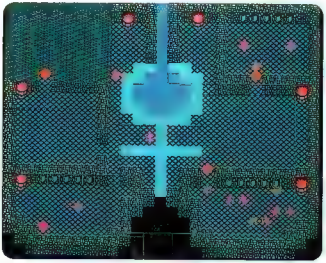


Hidden Heart Nide-A-Ways

There are a couple of well-hidden rooms that you can find in this Tunnel to get much needed Potions and Double Small Hearts. Find them by using Rods of Sight and by looking for secret passages.





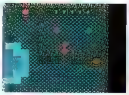


SHECOLA

Return to the Fortune Teller with the Crystal Ball. She'll help you.

Welcome Warrior! Let me replace that outdated Yo-yo with something much more powerful!

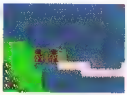
By using the Fortune Teller's magic, you will be able to enter Shecola and find out the secret of the West Tunnel.



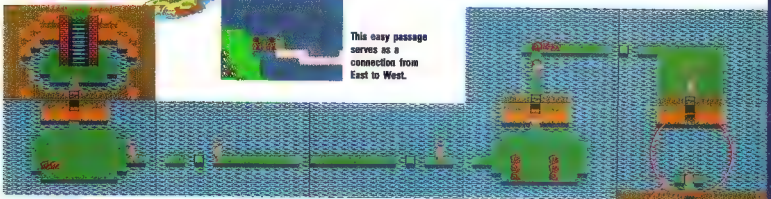
Talk to all of the Shecolans. The warriors will give you clues about the journey ahead and the queen will give you a new weapon.

THE WEST TUNNEL

EXIT

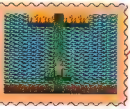


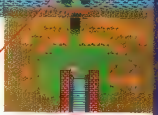
This easy passage serves as a connection from East to West.



Recite The Spell

By using the magic of the Shecolans you'll be able to chant a spell and create a bridge across this gap. This will allow you to move on and face a very short battle to the other side of the island. Keep searching for the Hermit.





ENTRANCE

THE HERMIT'S MOUNTAIN

Finally! You made it to the side of the island where the Mountain Hermit lives. Now, of course, there's the chore of getting to the top of the mountain. Fight on and find out what challenges lie ahead.

Po Knows The Mountain

The eccentric poet, Po, has been up to see the Mountain Hermit on many occasions. In his poem, you'll find a clue on getting to the top.

Talk to Po for a clue on scaling the Mountain. He knows exactly what will push you to the top.

Stomp The Tiles

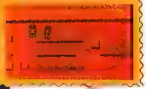
Stomp the Tile on the left and Hearts will appear. Then get the Stop/Slow on the right Tile and freeze the Up/Down Tiles when they're up.

Bonus Bounty

Collect a helpful Potion and a set of Double Small Hearts to get ready for the battle on the next floor.

Look Out!

Froppas leap from the muck in this room and jump in your way.



Mad Muddy

Hit Mad Muddy with a couple of quick lashes as soon as you get close.

Touchy Tiles

You'll find Up/Down Tiles and Sink Tiles in this room. As soon as you land on the Sink Tiles, they'll start to submerge. Jump straight up and down on them and wait for the Up/Down Tiles to go up. Then hop to the hidden holes on the left and right side.

Phantom Tiles

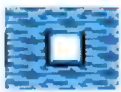
There are some Tiles that will appear only if you faithfully leap out into the water. At the last second, the Tiles will rise from below and save you from a mishap.

Boneheads From Abroad

A couple of straggling Boneheads have made it to the west side of the island. Just as you've done before, take on these Boneheads from the other side of the water.

TRAP

SINK TILES



You'll learn very quickly that white Tiles start to sink as soon as you land on them. Approach these Sink Tiles with caution and jump off of them immediately

Keep Hopping

Defeat the Skull while you're still on solid ground. Then hop around the Sink Tiles to the other side. A Switch will appear in the center.

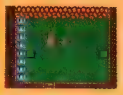
Treasure Trick

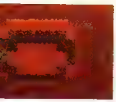
The Treasure Chest on the right side of this room looks unreachable. You can get it, though. Just leap off and have faith.

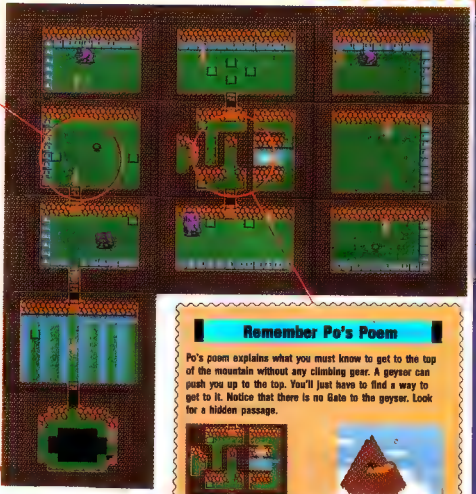
ENTRANCE

Get The Gogglin

The Gogglin is a very single minded creature. As soon as you hit it, the Gogglin will make a bee-line in the direction that the shot came from. Jump to the side and try to hit it again as it zips by. With some practice, you should be able to defeat it without being harmed.

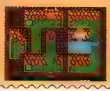


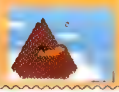




Remember Po's Poem

Po's poem explains what you must know to get to the top of the mountain without any climbing gear. A geyser can push you up to the top. You'll just have to find a way to get to it. Notice that there is no Gate to the geyser. Look for a hidden passage.





ENEMIES

FROPPA

This odd creature pops out of the mud and hops across the land.

GOGGLIN

The Gogglin is watching for you to make the wrong move. Look out!

BIG BULLY

This purple people eater has an appetite for young adventurers.

AT LAST! THE HERMIT!

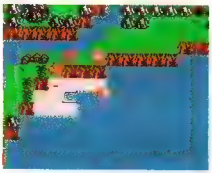
The Hermit makes his home in a cave at the mountain's peak. Get the Scroll with the magic chant from him and hurry back to Miracola. Bananette is waiting!

You've got the Scroll! Now, run back to Miracola and free Bananette from her long sleep.

A MIRACLE IN MIRACOLA

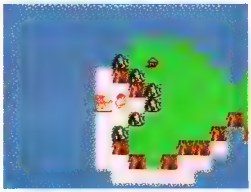
Chant the spell from the Hermit's Scroll. Bananette will awake from her trance. The Miracolans will rejoice and repair the Sub-C!

You saved Bananette! Now you can leave Miracola as a hero and, with a repaired Sub-C, continue on with your search for Dr. J.

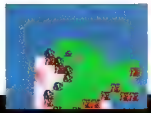


A CONFESSION

As you sail, you'll discover an island with a unique shape. Dock in order to find out if the villagers have any clues. Since islands are far apart in this area, anyone sailing with a vehicle less equipped than the Sub-C would have to stop here for supplies.

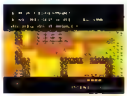


The unique shape of this island may have significance. Perhaps very large fish and similar creatures frequent the area.

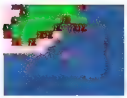


Tunacola is a small fishing village with friendly residents. If they have seen anything out of the ordinary, they'll tell you. A few of the Tunacolans are among the oldest people on the islands.

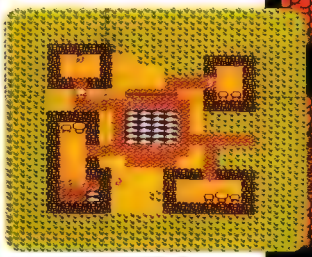
Perhaps you should sail to the east and try to catch up to the mysterious C-Islander. C-Island is a small place. It's probably someone you know.

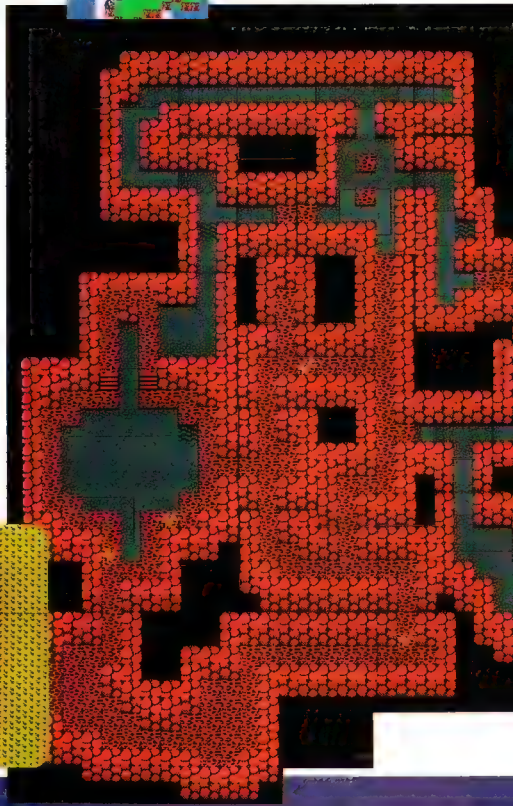


Fish grow big around here. If Dr. J weren't missing, you might think about dropping a line to see just how big they are.



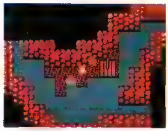
Following the observances of one of the Tunacolans, it would be a good idea to sail eastward and see if you can find something.



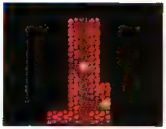


THE BELLY OF A WHALE

As you travel eastward, a Whale swallows the Sub-C. You heard that they grew big around here, but this is ridiculous.

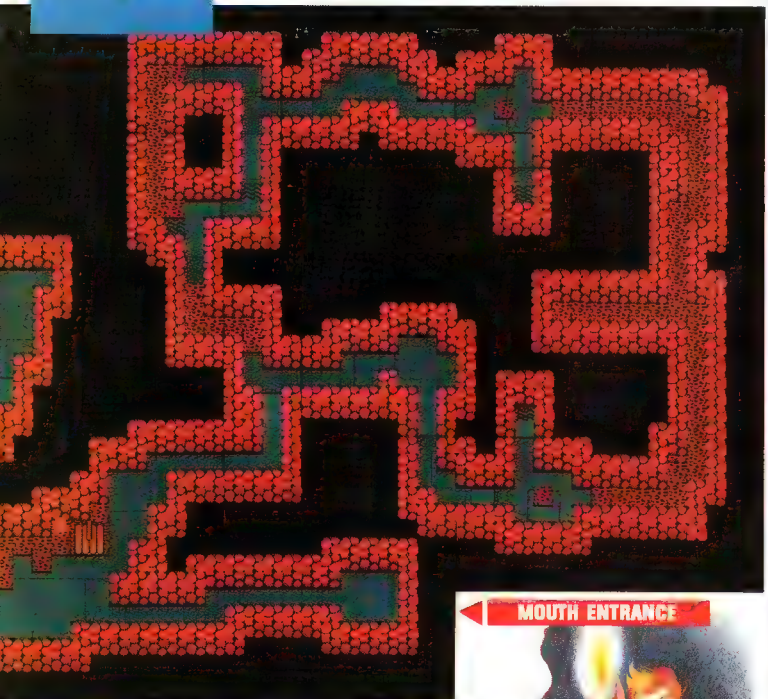


Baboo! Dr. J's assistant is the C-Islander who was searching for you. While you were in Miracola, he was swallowed by this Whale.



Baboo dropped a lighter somewhere in the Whale. With it, you can light a fire and force the Whale to sneeze you out. Search for it.

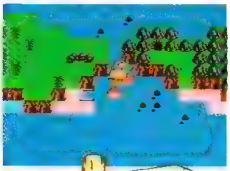
There are places in some areas where you can dive and emerge somewhere else. Keep searching. That lighter's got to be somewhere.



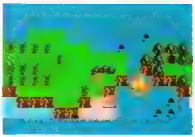
MOUTH ENTRANCE

Sail from one place to the next and dock wherever you can, then search the area thoroughly for the Lighter. Eventually, you'll be able to light that fire and get out of this mess.

#5 CAPTAIN BELL



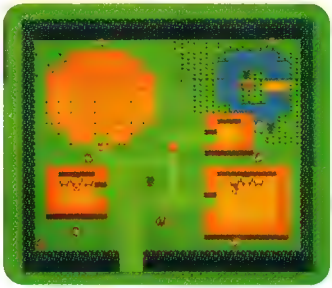
You'll still be shaking the salt water from your shoes from the Whale episode when you'll come across another obstacle. This one is in the shape of an ancient Ship that blocks a strait between halves of an island. Where to now?

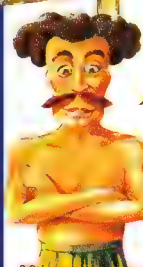


Enter the village to see if there is some way to get around the giant ship that blocks the strait.

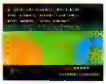
BELLCOLA

Bellcola was named after a sailor who long ago anchored his Ship in the middle of the strait to block an invading fleet.

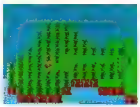




I am Chief Bellcola. I can see that you'd like to sail through the straits. Pete the Parrot may be able to help.



This villager has a clue that may help you figure out how to befriend Pete the Parrot.



Chief Bellcola hinted that talking to Pete the Parrot may be a good idea. Pete is the descendant of Captain Bell's parrot. He could have a clue.

Braaack! Braaack! No Gift, No Chat! Braaack! No Gift, No Chat!

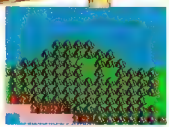
The greedy parrot won't talk without a gift. This fisherman on the east side may have what Pete wants.

Cross To The East Side

South of Bellcola, you'll find an underwater passage that will allow you to cross to the east side of the island. Over there, you may find another way to approach the problem of getting around Captain Bell's ship. You may also find a gift for Pete.

CAPTAIN BELL'S MEMORIAL

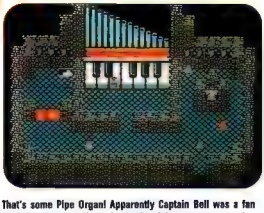
After Captain Bell saved the island from pirates, the people built this Memorial based on his plans. Some say it holds the secret of the Ship.



Navigate passages on the east side to get to Captain Bell's Memorial.

You'll find a Big Heart in the passage. You may have to search for it, though.

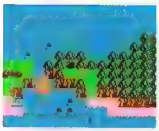
Solve a mystery in the Memorial and extinguish the fire that blocks the underground passage.



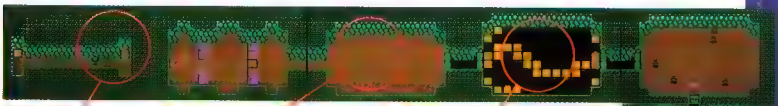
That's some Pipe Organ! Apparently Captain Bell was a fan of the instrument. If you know the right tune, you may be able to find a way to play your way into the underground passage. Perhaps Pete could hum a few bars.

CAPTAIN BELL'S CAVE

Captain Bell designed this cave to drive pirates away from the mechanism that keeps his ship afloat. The traps that he set are ingenious. Nevertheless, getting through this cave is the only way to sink the Ship.

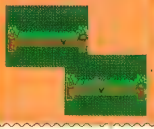


Enter the cave and fight to the machine that can sink the Ship.



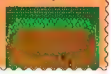
Jump And Run

When you hit the Silver Ball it will slide back and forth. Jump as it approaches and run to the other side.



Get The Point

Arrows shoot out of the walls as you run across this room. Either jump out of the way or keep running to avoid them.



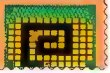
Earthquake!

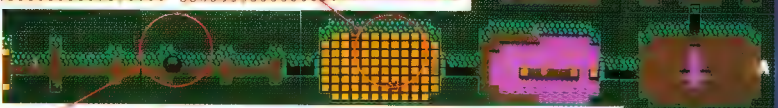
When you reach the center, the ground will shake and tiles will sink. Jump over the gap on the left to give yourself more time.

ENTRANCE

Another Ground Shaker!

The Tiles break in a spiral pattern in this earthquake chamber. Jump straight to the left and look for a Trigger Tile there.



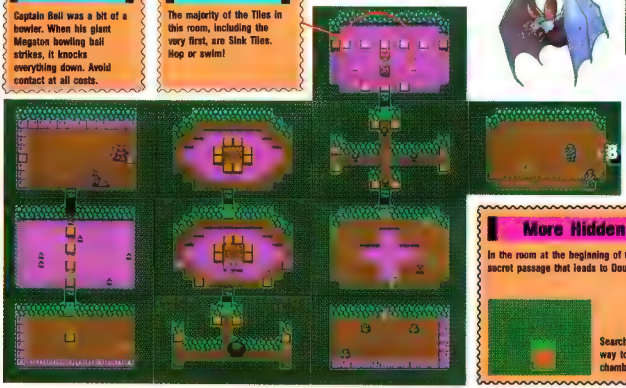


Strike!

Captain Bell was a bit of a bowler. When his giant Megaton bowling ball strikes, it knocks everything down. Avoid contact at all costs.

Sinker!

The majority of the Tiles in this room, including the very first, are Sink Tiles. Hop or swim!



More Hidden Hearts

In the room at the beginning of this Cave, there's a secret passage that leads to Double Small Hearts.

Search the entry room for a way to get into this Heart chamber.

CAPTAIN BELL'S CAVE, CONTINUED

Double Danger

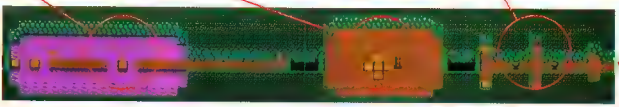
Arrows and an Up/Down Tile combine to make for a serious situation here. Try to stay out of the way of the Arrows until the Tile is on its way up. Then jump!

Sharp Attack

The Pencil Traps push up from the underground and try to put a hole through you. Keep running and try to miss them.

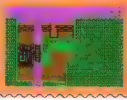
Twice The Trouble

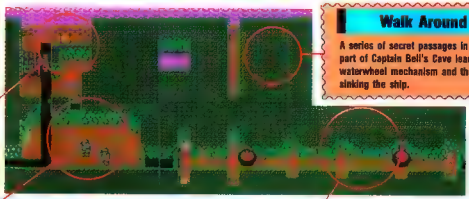
The dual attack of the Silver Balls in this room will keep you jumping. Try to hit the second one so that it moves with the first.



Sink It!

Jump on the Tile near the waterwheel. Water will start flowing into the Ship, sending Captain Bell's legacy into the drink.



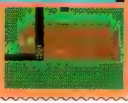


Walk Around

A series of secret passages in this last part of Captain Bell's Cave lead to the waterwheel mechanism and the key to sinking the ship.

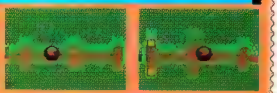
Go For The Ghouls

Knock out all of the Pirate Ghouls and Loopers, including the ones across the gap, and the Gate will open.



Gutter Ball

This Megaton is even faster than the first. It'll come right back at you after it has passed. Stop it with the Yo-yo to temporarily freeze it. When it comes rolling back, freeze it again.



ENEMIES AND TRAPS

ARROWS

Sharp and swift Arrows shoot from the wall as you pass by.

SILVER BALLS

The Silver Balls come from a pinball game and you play the part of the bumpers.

PENCIL TRAPS

The pointed attack of the Pencil Traps is definitely something to avoid.

MEGATON

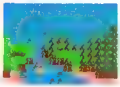
Mighty Megaton bowls over everything in its way. Contact is deadly.

PIRATE GHOULS

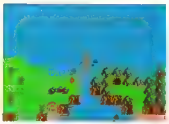
The Pirate Ghouls were in this cave even before Captain Bell. They tend to come and go.

CAPTAIN BELL'S SHIP SINKS

With a hull full of water, Captain Bell's Ship heads for Davey Jones' Locker and clears the way for the Sub-C.

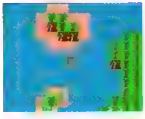


Another chapter has ended and, once again, you sail off in search of Dr. J. What could possibly be next?

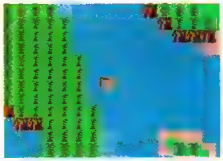


#6 REUNION

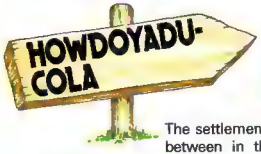
Nav-Com finally has a lock on Dr. J. Pilot the Sub-C through a maze-like series of islands and narrow in on his location. A close signal doesn't necessarily mean that you're on the right track. Search everywhere and keep an eye open for secret passages.

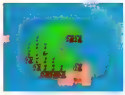


Search carefully and thoroughly in the maze-like island chain.

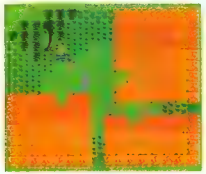


There are several secret passages in the islands. Look for the bubble on the shore.





This small village is on the first island that you come to after finding a secret passage.



You'll learn from a Howdoyadu-Colan that there is a Big Heart on one of the islands. Keep searching and you're bound to find it.

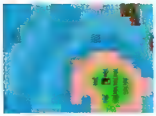
The settlements are few and far between in this area. Howdo-yadu-Cola is only a small village with a few inhabitants. Talk to the villagers and see if you can get any clues about the islands.

SEARCH FOR THE LOST RUINS

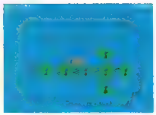
Dr. J has been exploring the underwater ruins in this area. That must be where he's being held captive. Nav-Com still has a lock on Dr. J's location. If you continue to try new passages, eventually you'll find him.

Special (And Not So Special) Items

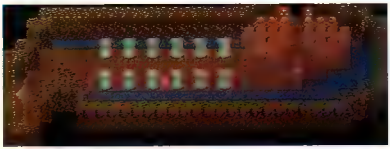
The Big Heart that you'll find in this island chain is just as useful as ever. The Big Apple, though, seems to be here only to add flavor.



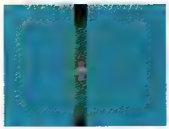
There may be a special item on this island. Dock the Sub-C and take a look.



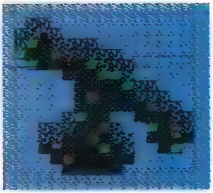
There's a series of underwater passages in this chain. Some of them lead to important locations.



We're closing in on Dr. J's location. I have a positive ID that he is in the Lost Ruins.



Once you zero in on the Lost Ruins from the surface, dive down and explore them from below. You're getting close to Dr. J's location!

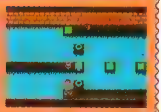


B

A

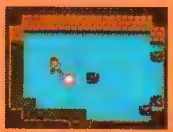
Heart Frenzy

There are several sets of Double Small Hearts in this room. If you're careful to avoid all of the enemies, and if you collect all of the Hearts, you can really clean up.



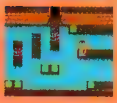
Spike 'Em

The Squidos are too numerous here to deal with individually. As soon as you get the Spikes, use them. All of the Squidos will be gone before they can even get close. You'll have Squidos on a stick, quick!



Three-Way Entry

Three secret passages lead into this room. Enter through the bottom passage first and hit the Tile. Then leave and re-enter through the top passage. Next, collect the Anklet and drop down to the area in the middle. Open the Chests and move on!

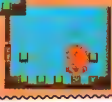


GIANT TURBOSS

The Giant Turboss has an attack similar to that of Octo the Huge. This time, though, you can't freeze the action. Jump left and right to avoid the shots and, when it moves in, hit it hard.

Jump left and right to avoid the shots, but don't stray too far to one side.

When the Turboss closes in, hit it with multiple shots.

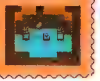


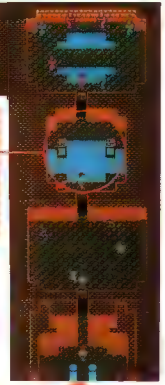
Muumu Go Round

Hop to the biggest gap between the Muumus and follow them around until the Treasure Chest is open. Then jump to the center. You'll beat them easily from the safe spot.

LONG JUMP

Grab the Anklet and take a long leap to one of the Tiles. A Tile will appear in the middle of the water. Jump to it and open the Treasure Chest for Double Small Hearts.

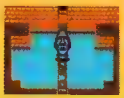




SPECIAL WEAPON

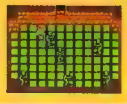
WONDER HORSE HIDE

Baseball has been very, very good to you. First you get the Bat and now, the Baseballs.



SPIKES

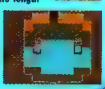
You can really dig in with this super set of cleats. Use them to hit several enemies at once.



MAGIC ITEMS

ANKLET

With the magic power of the Anklet, you'll be able to jump the length of two Tiles. Beware, though, it only works in the room you where find it.



ENTRANCE

Muumu Mania

The Muumus are abundant here. If you have Spikes, use them to hit all of them at once. If you don't, try to get the Muumus to follow you. Then turn around and attack!

ENEMIES

ARMETS

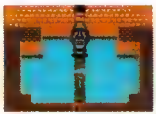
These small creatures are like miniature versions of the Giant Turboss. They're only a fraction of the threat, though.

SQUIDOS

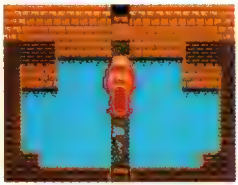
The Squidos only make a cameo appearance. Knock them with the Spikes and get on with it.

BREAK BROKEN JOE

Direct from Easter Island, Broken Joe has taken his show on the road. His weak point is his open mouth. As soon as he opens wide to send out a squiggly, tongue-like attack, jump straight up to avoid it and pitch a handful of Horse Hides right into the strike zone.



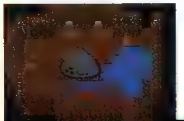
Jump to avoid contact with Broken Joe's tongue-like attack.



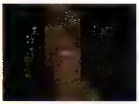
Throw as many Horse Hides as you can into Broken Joe's open mouth. It's his only weak point.

BIG ROCK

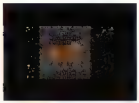
The mysterious meteor in the Lost Ruins may have something to do with recent events in the night sky. There are three holes of equal size in the rock. Items may have been removed from it after it landed.



There's a strange message on the Big Rock that you can't read. Maybe someone with experience in deciphering messages of this nature would have better luck.



You can see only a little of the cave at a time. Follow the map to see where you're going.



Before you fight through the next Tunnel, grab the Big Heart on the right side of the Lost Ruins.

THE BIG ROCK TUNNEL

If you walk straight up from the entrance of this challenging tunnel, you'll go into a dead end. Look for a secret passage in the right wall of the entry room.

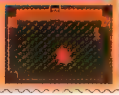
A

Up And Around

There's nothing of note in this room. Just walk around the wall on the right side and jump back into the lower room where you'll find a secret passage.

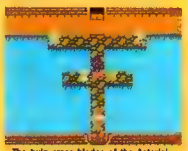
Hoodoo Voodoo

The Hoodoo Doll fires in four directions. Use the Asterisk if you can, and stay as far away as possible. Direct contact is deadly.



SPECIAL WEAPON

ASTERISK



The twin cross blades of the Asterisk split to make for a great dual attack.

Avoid The Fuzz

If you come into contact with the Fuzz, you'll lose power to your weapon for a few seconds. Run from it and aim for the other enemies.

Split 'Em

Instead of trying to get close to these Loopers, blast them with the Asterisk. It'll split and take out two Loopers at once.

ENEMIES AND TRAPS

DAGGER TRAPS

Just like Pencil Traps, these sharp blades punch up from underground. They're almost unavoidable.

BITERS

These land fish are even easier to defeat than the Mud-O-Fish. Take them out with a couple of hits.

ROCKYS

The stone-like Rockys are invincible as they walk across the room. They can be defeated only when they hit the wall.

FUZZ

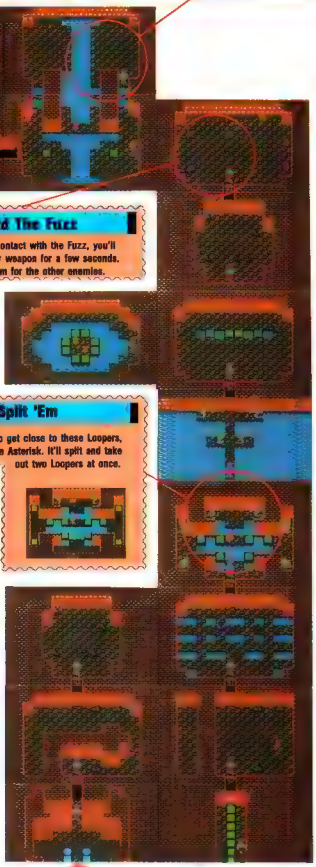
While they don't cause any damage directly, the Fuzz temporarily take your weapon away.

HOODOO DOLLS

The sinister Hoodoo Dolls attack in four directions at one time. Try to stay away from them and fight from a distance.

URCHINS

Urchins act exactly like the Silver Balls in Captain Bell's Cave. Hit them and they'll move back and forth.



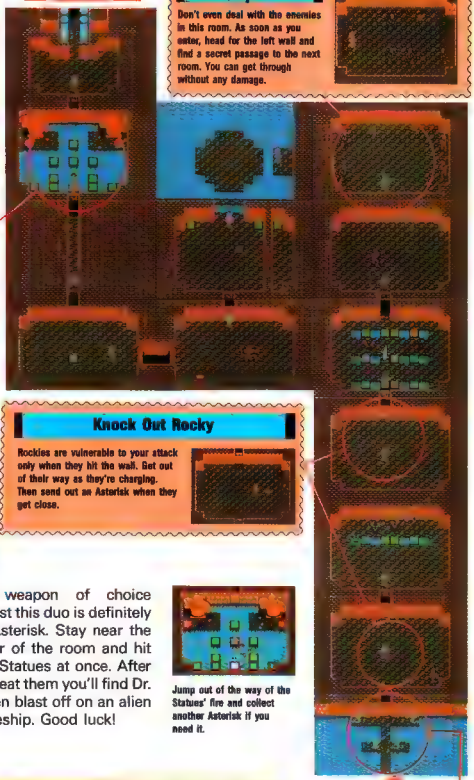
ENTRANCE

Dark Passage Bonus

In the unlighted hallway leading to the Statues of Twin Sumocho, you'll find a secret passage by testing the left wall. It leads to a room with Double Small Hearts and a Treasure Chest!

Look for a hidden room off the dark hallway leading to the Statues of Twin Sumocho.

THE STATUES OF TWIN SUMOCHO

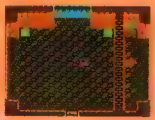


Skip It

Don't even deal with the enemies in this room. As soon as you enter, head for the left wall and find a secret passage to the next room. You can get through without any damage.

More Secret Passages

Remember to check the wall of every room for weak spots. You may discover a secret passage to some very valuable items.

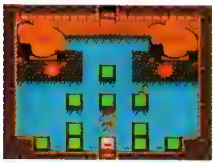


The only way to get to the right side of this room is through the wall of the room to the right.

Knock Out Rocky

Rockies are vulnerable to your attack only when they hit the wall. Get out of their way as they're charging. Then send out an Asterisk when they get close.

STOP THE STATUES



Use the Asterisk to hit both Statues of Twin Sumocho with one shot.

The weapon of choice against this duo is definitely the Asterisk. Stay near the center of the room and hit both Statues at once. After you beat them you'll find Dr. J, then blast off on an alien spaceship. Good luck!

Jump out of the way of the Statues' fire and collect another Asterisk if you need it.

Mike! You found me! I was beginning to think that I would never get out of these ruins alive. Aliens have taken the three Crystals that were imbedded in the Meteor that landed here. You've got to board their Ship and retrieve the Crystals!

On The Side

Use the Asterisk while facing left or right to take out the Loopers. Avoid hitting the Urchin until it's necessary. Then work up to the exit without a problem.

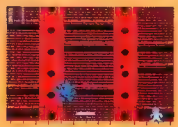
CLASSIFIED INFORMATION

NINTENDO TOP SECRET POWER

FROM AGENT #414

Weapon Power Workout

One of the secrets of success in the Mega Man series of games is knowing the right items and weapons to use in each situation. This is especially important when taking on the Robot Masters of each world. In Mega Man III, there are weapons that work particularly well on each Robot Master. The table below shows the number of hits that it takes to defeat each Robot Master with each weapon. An "X" indicates that the weapon is useless against that particular enemy. The Robot Masters from Mega Man II appear in the four stages after the eight new Robot Masters have been defeated for the first time and the new Robot Masters return in Dr. Wily's Castle. When you fight them the second time you'll be able to defeat them with seven hits from the weapons that you collected after fighting them the first time.



SHOT BY SHOT

Find the name of the Robot Master that you're after, then line it up with one of the Weapons to discover the number of shots it'll take to score a victory with that particular weapon.

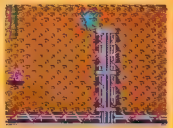
WEAPON	SPARK MAN	SNAKE MAN	NEEDLE MAN	HARD MAN	TOP MAN	MAGNET MAN	GEMINI MAN	SHADOW MAN	METAL MAN	AIR MAN	WOOD MAN	FLASH MAN	QUICK MAN	CRASH MAN	HEAT MAN	BUBBLE MAN
ARM CANNON	28	28	28	28	14	14	28	28	28	14	28	28	28	14	28	28
SPARK SHOCK	7	28	X	X	28	4	28	28	14	7	28	X	28	28	28	7
SEARCH SNAKE	X	7	28	X	28	28	6	28	X	28	7	14	7	28	28	X
NEEDLE CANNON	14	7	7	X	14	28	28	28	X	28	7	7	28	14	14	14
HARD KNUCKLE	14	14	X	7	4	14	14	14	7	14	14	X	28	4	14	14
TOP SPIN	28	14	28	X	7	28	14	4	X	X	X	X	X	7	X	
MAGNET MISSILE	X	X	28	7	28	7	14	28	7	7	X	28	14	28	28	X
GEMINI BEAM	28	28	4	28	X	14	7	28	28	14	28	7	7	X	28	28
SHADOW BLADE	7	14	14	X	28	4	14	7	14	X	14	14	14	28	7	7

While the table above indicates the strength of each weapon, it doesn't explain how easy or difficult they are to use in particular situations. For instance, the Hard Knuckle knocks a lot of power out of Top Man and Crash Man, but since it moves very slowly, those quick enemies can get out of the way before the Hard Knuckle connects. Practice and learn what works best.

FROM AGENT #067

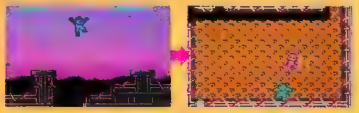
Super Jump Extraordinaire

While the Rush Coil does send Mega Man skyward four times as high as his usual jump, there's a technique that will allow Mega Man to jump even higher. Just press and hold Right on the Control Pad of Controller II and press the A Button of Controller I. Mega Man will jump almost the entire height of the screen. The Super Jump can also elevate Mega Man from bottomless pits. As soon as Mega Man looses his footing, press and hold Right on the Control Pad of Controller II and press the A Button of Controller I. Mega Man will leap from the pit to the top of the screen. This will cause the music to stop until you reach an area where new music begins. That's a small price to pay, though, for the chance to move on unharmed.



Press and hold Right on Controller II and press A on Controller I. Mega Man will take a mega leap!

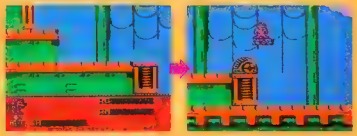
If you prepare for a Super Jump ahead of time, you can make Mega Man invincible for the rest of the stage. Press and hold Right on the Control Pad of Controller II before Mega Man falls. Then let Mega Man drop into the pit and press the A Button of Controller I as soon as Mega Man's Energy Meter goes down to nothing. Mega Man will leap from the pit invincible. Mega Man will lose power to the Arm Cannon using this technique, so make sure that he has a weapon that he can use against the Robot Master that he'll face at the end of the stage. When Mega Man is invincible, don't pick up anything that will add to his Energy Meter or he'll lose his invincibility.



Super Jump out of a pit when Mega Man's energy is down. He'll come out invincible.

Phantom Rush Jet

Generally, you must defeat Needle Man in order to earn the Rush Jet. Our Agents have found, though, that you can gain access to the Rush Jet without even setting foot in the Needle Man Stage. When you complete the Shadow Man Stage, you'll earn the Shadow Blade and the Rush Marine. Select any stage after you have collected these two items and fight on until you reach a Power-Up item. Press the Start Button to go to the Subscreen, then move the cursor to the Shadow Blade and press right on the Control Pad. Rush will appear in the upper-left corner of the Subscreen. Press the Start Button and collect the Power-Up item. This will give power to the Rush Coil! Use it to float high above enemies and obstacles.



Press Right on the Control Pad after moving the cursor to the Shadow Blade. Then pick up a Power-Up and use the Rush Jet!

FROM AGENT #451

Password Power

A special Password for this challenging Superhero thriller will let you begin with a full load of weapons. On the Title Screen, press Up on the Control Pad of both Controllers. You will be sent to the Password Screen. Enter CKWJT4 as your Password. Then press the Start Button when it asks you to enter another Password. You'll start with super powerful shots and an optional rear firing device.

Press Up on both Controllers to enter the Password Screen. Then enter CKWJT4 as your Password and press Start when the game asks you to enter another Password. You'll start with full weapons.

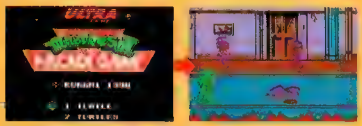
CLASSIFIED INFORMATION

TEENAGE MUTANT NINJA TURTLES II ARCADE GAME

FROM AGENT #234

Cowabunga Correction

In the arcade game it takes extra quarters to extend your Foot Clan fighting mission. On the NES, though, you can fight further with a code that allows you to start with nine Turtles in reserve. On the Title Screen, press Up, Right, Right, Down, Down, Down, Left, Left, Left and Left again on the Control Pad. Then press the B Button, the A Button and the Start Button. You'll take off for another rock 'em sock 'em adventure against the forces of Shredder and his alien co-horts with an army of Turtles behind you. Nine in reserve plus one on the screen equals ten Turtles!



Press Up once, Right twice, Down three times and Left four times. Then press B, A and Start. You'll begin with nine turtles in reserve.

NARC

FROM AGENT #929

Continue Code

Our Agents have found a way to continue twice after being defeated in this police action game. Before you begin, at the Title Screen, press and hold the A, B and Select Buttons and Up on the Control Pad. Then press the Start Button and start fighting. After all three of your crime fighters have been defeated, you'll have the chance to move on as the timer ticks down ten seconds. Press the Start Button to continue.

SHADOW OF THE NINJA

FROM AGENT #989

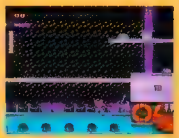
Lightning Bolt Attack

Add power to your attack with a super lightning bolt that will blast all of the enemies on the screen. Press and hold the B Button for about five seconds and your Ninja will call on a lightning bolt that will come down on every visible enemy. The blast will take about half of your energy, so use the technique sparingly.

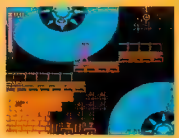
Blast your enemies with a powerful lightning bolt attack by pressing and holding the B Button.

Hidden Items

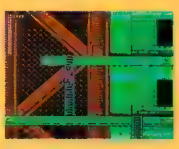
Throughout your journey, you'll uncover hidden items by swinging your Sword in particular areas. Here are some areas where our Agents have discovered hidden items:



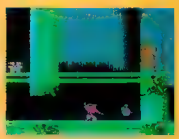
STAGE 1-1



STAGE 1-3



STAGE 3-1



STAGE 3-2

Swing your sword in the areas indicated to earn special hidden items and look for additional hidden items throughout the other stages of the game.

CLASSIC CODES

Game programmers build codes into games so that they may easily play through the stages while the game is in development. With a Stage Select, Continue Code or a Multi-Player Maneuver, the designer of the game will not have to spend hours in challenging game play just to make sure all of the elements are in place. A lot of the time, codes are removed from the final product so that Game Players will play, and enjoy, each stage of the game. Sometimes, though, codes are kept in a final program to avoid any complications that removal of the code may cause. That's where players and pros step in and try to find the right button pressing combinations that will add an extra dimension to their game. Here are a few of our Agents' favorite codes that have been collected through the years:

The Konami Code

↑↑↓↓ ←→←→ B A Start

One code that our Agents know of that can be used for more than one game is the Konami Code. In at least five games, this combination of controller strokes adds players, weapons or energy. Press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then press the B Button, the A Button and the Start Button.

Contra

Enter the Konami code at the Title Screen and fight through your mission with 30 characters.

Lifeforce

Just like with Contra, enter the code when the Title Screen appears. You'll have 30 ships.

Gradius

At any point in your mission, pause the game and enter the code to receive full weapons.

Nemesis

This Game Boy version of Gradius also takes advantage of the full weapons option.

TMNT-Fall of The Foot Clan

Pause this Game Boy adventure and enter the Konami code to fill the Life Meter.

Super C-10 Men

→←↓ ↑ A B Start

The Super C code was originally designed to leave 30 fighters in reserve. In the final version of the game, though, the code was changed to allow only 10 fighters. Enter the code at the Title Screen and blast away.

Astyanax-stage Select

↑↓ ← → B B B B Start

Take off to any of 10 different stages of this mysterious quest through the land of Remlia by entering the code at the Title Screen.

P.O.W. 20 Men

A B B ↑↑ ↓← Start

Before you start, enter this code and go in with a reserve of 20 fighters.

The Guardian Legend-TGL

Enter "TGL" as your Password in this space adventure and skip the Labyrinths.

Wanted: Special Agents

A popular activity among Nintendo Game Experts is developing tips and strategies. Share your special tips with us. Choose your own Agent Number (3 digits) and include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

MASTER HIGGINS RETURNS!

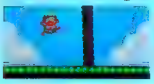
He's back! The pint-sized tropical vacationer has returned to the islands in this sequel to the popular Hudson's Adventure Island. The evil Witch Doctor is up to his old tricks, and it's up to Master Higgins to finally give him what he's got coming. Princess Leilani is safe from danger since you rescued here in the first game, but this time the Witch Doctor and his dastardly band of monsters and hooligans have nabbed her sister Tina. There are Eight different islands between you and that mumbo-jumbo Madman this time, so you had better get going. With eight islands, this could take you a while . . .

THE SCOOP ON ADVENTURE ISLAND II

Hudson's Adventure Island II is very similar to the original game. The game is unique, though, in that you're not always sure which stage you will be traveling to next. Sometimes Master Higgins will take a different route than he did the last time you played.

THE PERILS OF ISLAND LIVING

The Islands can sure be a dangerous place for a boy like Master Higgins, but anyone who's played the first Hudson's Adventure Island will tell you that there's more to this hero than meets the eye. Here's some of the dangers you'll want to avoid.



If you run out of time, you'll lose a life and must start the stage over. Pick up fruit to add time.

Master Higgins will have to avoid the assortment of creatures on the islands.

There are plenty of ledges and pitfalls that Master Higgins will have to avoid.

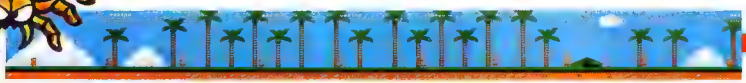
GAME PAK · DATA BOX		
ADVENTURE ISLAND II HUDSON		
MEMORY	1M×2M MMC3	64K
POWER METER:		
Graphics & Sound		3.6
Play Control		3.6
Challenge & Excitement		3.2
Theme & Fun		3.5

1 FERN ISLAND

The Beach

Master Higgins will always start on the beach of the first island, but where he goes from here is anybody's guess. This first stage is very easy, and will give you a chance to get a feel for Master Higgin's abilities and do a little island sight-seeing.

Master Higgins will use a crude stone hatchet for protection in the jungle. You can find a hatchet hidden inside the eggs.



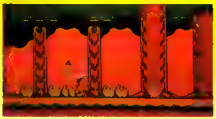
Some eggs hide skateboards. You'll have added protection while on the skateboard, but you won't be able to stop!

Some creatures are friendly with Master Higgins, and will help him. When you find this heart icon, a Blue Camptosaurus will appear to help you.

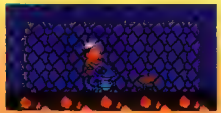
EGG SURPRISE!

Almost all of the things Master Higgins finds inside an egg will help him, so be sure to open every one.

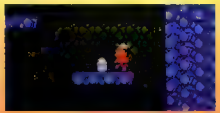
Honey Girl will make you temporarily invincible.



Beware of the eggplant, as it decreases your time.



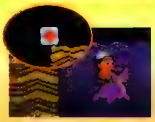
The flower doubles the effect of every fruit you find.



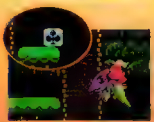
Milk will increase your time to it's maximum level.

MORE FRIENDLY CREATURES

Find the Spade Icon and Master Higgins will be joined by the Red Camptosaurus, who shoots fire out of his mouth and moves very quickly.



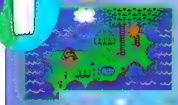
Find the Diamond Icon and a Elasmosaurus will show up to give Master Higgins a ride. This sea serpent is very sluggish on land, but very fast underwater.



The Clover Icon will summon a Pteranodon to carry Master Higgins to the end of the stage. This won't happen very often, as Pteranodons are very rare.

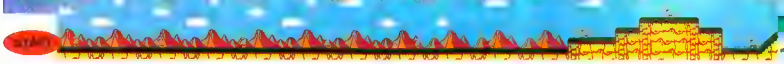
1

FERN ISLAND —The Volcano

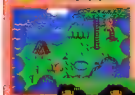


There is a volcano on the first island near the beach. Things start to get a little tougher in this area, but nothing Master Higgins can't handle.

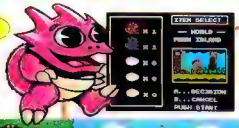
Decide what items you should take with you.



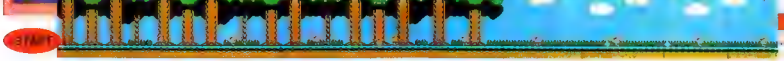
FERN ISLAND —The Rain Forest



This is a deep tropical rain forest, but you'll find a clearing in the middle of the stage.



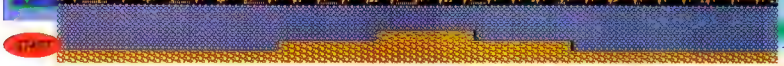
Leave your dinosaurs behind, so you can use them in more difficult stages later on.



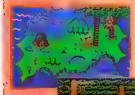
FERN ISLAND —The Underground Cavern

The caverns are dark and full of things that go bump in the night.

Try to use the Blue Camptosaurus for this area. He's sure-footed.



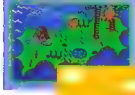
FERN ISLAND —The Tropical Forest



There are lots of strange trees and plants to climb on in this stage.

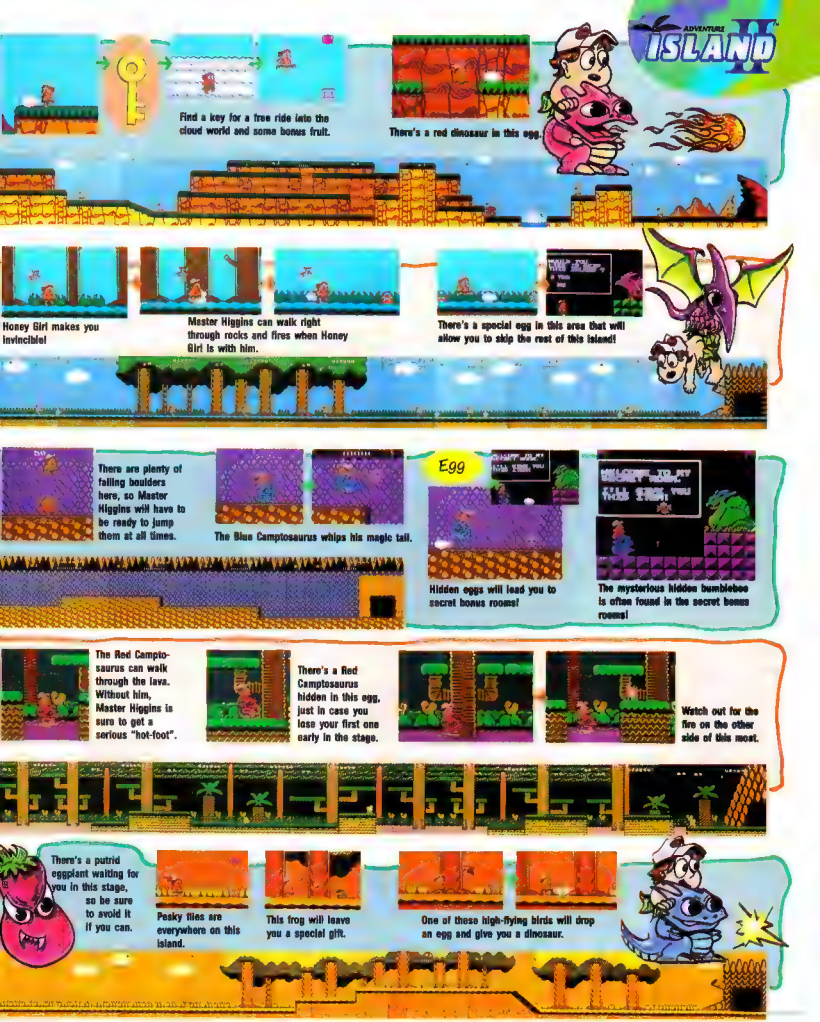
Be sure to save a Red Camptosaurus for this stage.

FERN ISLAND —The Forest

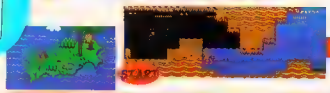


The island sky is a vivid shade of orange this time of year.

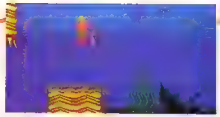
It's best to only take the axe with you in this stage.


ADVENTURE ISLAND II
Find a key for a free ride into the cloud world and some bonus fruit.
There's a red dinosaur in this egg.
Honey Girl makes you invincible!
Master Higgins can walk right through rocks and fires when Honey Girl is with him.
There's a special egg in this area that will allow you to skip the rest of this island!
There are plenty of falling boulders here, so Master Higgins will have to be ready to jump them at all times.
The Blue Camptosaurus whips his magic tail.
Egg
Hidden eggs will lead you to secret bonus rooms!
The mysterious hidden bumblebee is often found in the secret bonus rooms!
The Red Camptosaurus can walk through the lava. Without him, Master Higgins is sure to get a serious "hot-foot".
There's a Red Camptosaurus hidden in this egg, just in case you lose your first one early in the stage.
Watch out for the fire on the other side of this moat.
There's a putrid eggplant waiting for you in this stage, so be sure to avoid it if you can.
Pesky flies are everywhere on this island.
This frog will leave you a special gift.
One of these high-flying birds will drop an egg and give you a dinosaur.

1 FERN ISLAND—The Underground Water Cavern

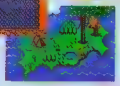


Another series of underground caverns, but this time they're filled with water.

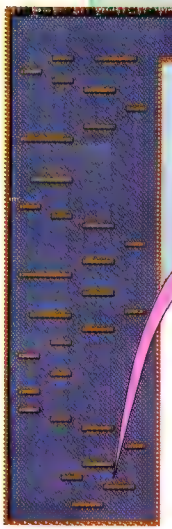


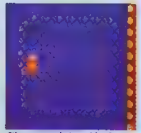
The Elasmosaurus is slow on land, but can swim through water stages with the greatest of ease.

FERN ISLAND—The Tropical Forest

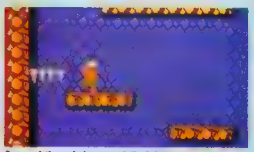


Master Higgins will have to be especially careful during this long climb.



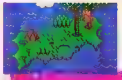


It's rumored that this deep cave has no bottom, but I don't think Master Higgins will want to test this theory.

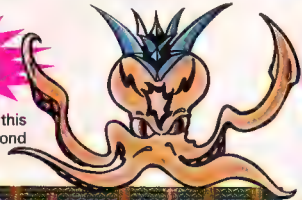


Some of these ledges are full of dangerous spikes, so look before you leap!

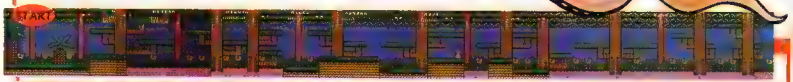
FERN ISLAND—The Bottomless Cavern



The boss of this stage is hiding somewhere in the twisted and tangled island vegetation.



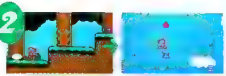
Defeat the boss at the end of this island and you'll be off to the second island. Good luck!



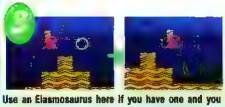
2 LAKE ISLAND HIGHLIGHTS

Lake Island is the second stop for Master Higgins.
Although tougher than Fern Island, this is still very easy.

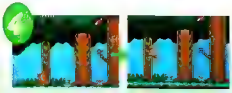
1 Be sure to stop the bird that flies higher than the others. It will leave you a Red Camptosaurus.



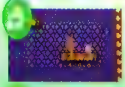
2 Find a hidden egg here and take a ride in the clouds!



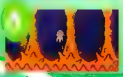
3 Use an Elasmosaurus here if you have one and you can swim right through the air pockets with being trapped.



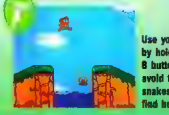
4 Use this springboard to get the beef jerky and increase your time.



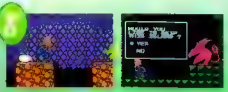
5 There's a bottle of milk hidden in the second egg you find in this stage.



6 Watch out for stinging jellyfish hiding near the bottom of the lake. They move quickly, but are not too smart.



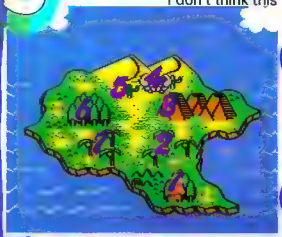
7 Use your turbo speed by holding down the B button and you can avoid the jumping snakes you're sure to find here.



8 This hidden egg will take you to a special bonus room.

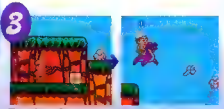
3 DESERT ISLAND HIGHLIGHTS

I don't think this is what Master Higgins had in mind when he said he wanted to spend some time in the sand.



1 Use the springboard to retrieve the beef jerky and land between the two fires.

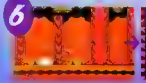
2 Calculating coconuts hang capriciously from terrifically tall palm trees, ready to careen down upon the crown of young Master Higgins.



3 There is an Elasmosaurus here, but don't pick it up, as it can't jump high enough for this area.

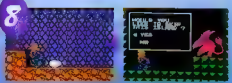
4 Beware of bounding boulders that bounce and bludgeon all that brave the beach beneath them.

5 Avoid staying in one place too long, or the sand traps will get you for sure. Keep moving, Master Higgins.



6 Here is another hidden egg that leads to a secret room.

7 Hatch this Pteranodon and you'll catch some air for a free and clear ride to the end of the stage.

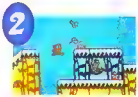


8 Find the hidden egg in this area, and you can skip this island completely!

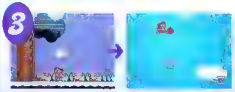
ICE ISLAND HIGHLIGHTS

Brrrr! Master Higgins braves the heavy snow drifts and sub-zero temperatures in his bermudas!

Use the Blue Camptosaurus in this area. You can use his magic tail whip, and he won't slip and slide on the ice.

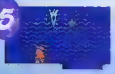


Beware of the tricky snake that is waiting for you in this level. He's easy to beat if you have an axe or a dinosaur with you.



Another hidden egg that leads to the bonus cloud stage and all the fruit Master Higgins can gobble up.

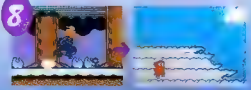
Check this area for a hidden egg.



The icicles hanging from the ceiling in this cave are very dangerous, so be sure to move a little slower through this area.

There are some nimble spikes awaiting you at the end of this level, so be on your guard.

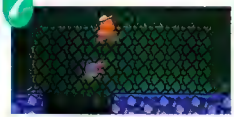
Avoid picking up the skateboard in this area. You won't be able to slow down or stop, which can make this level extremely difficult.



Another hidden egg that will lead Master Higgins into the fruit-laden clouds above.

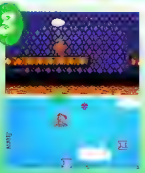
CAVE ISLAND HIGHLIGHTS

There are plenty of tricks and traps waiting for Master Higgins on the treacherous Cave Island.



You'll need to use your turbo running speed and time your jumps perfectly here.

The only way to get the fruit here is to jump straight up.



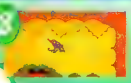
Find a hidden egg and enter the fruit clouds once again.

Find a hidden egg here and you can skip this island and go right to the Cloud Islands.

Be sure to save a Elasmossaurus for this underwater stage. Master Higgins will be hard-pressed to finish the stage with out one.

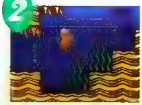
CLOUD ISLAND HIGHLIGHTS

Cloud Island sure is nice, but Master Higgins doesn't have time for sight-seeing. You're almost to Tina, so you'd better keep moving.



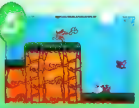
Be sure to save the Pteranodon you find in Area 1 for this section.

The bird flying higher than the others will leave you a Pteranodon.



Your timing will have to be perfect to maneuver past the spikes in this area.

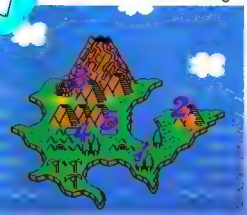
It may take some practice to master the rotating clouds in this area.



The high-flying bird will drop an egg containing a Blue Camptosaurus. You may need it later, so be sure to get it.

VOLCANO ISLAND HIGHLIGHTS

The huge volcano on this island will send tremors of fear down Master Higgins' spine for sure.



The volcanic activity around here means that there are plenty of pesky flies to get in Master Higgins way. Remember, the only good fly is a squashed fly.

Use your turbo speed and perfect your timing for this super-difficult area.

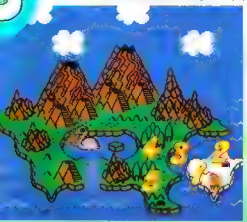
Avoid taking the axe with you in this area and you will find it much easier.

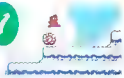
Find a hidden egg here for a free ticket to the fruit clouds above.

Don't get moving too fast through here, or you'll be hit by the fire spouting out of the lava in this area.

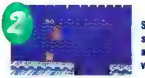
DINOSAUR ISLAND HIGHLIGHTS

Not much is known about this mysterious island, as not many vacationers venture out this far. Keep you wits about you, Master Higgins.

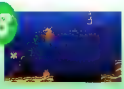




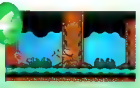
More bouncing boulders from above are waiting for you here, so be on your best behavior.



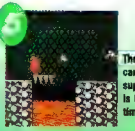
Save a Blue Camptosaurus for the this area, as the floor is very slippery.



There are plenty of enemies awaiting you. You might want to leave your axe behind.



This area is crawling with flower devils, so keep that axe handy.



The only advice we can offer for this super-difficult area is to work on the timing your jumps.

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BATTLETOADS™

NINTENDO
POWER

SPECIAL FEATURE

GAME BOY™

Operation C

If you liked the action and excitement of Super C, you're going to love Operation C for Game Boy. Awesome aliens and wild new weapons are just two of the differences Super C fans will appreciate. Have a blast!

A Boy & His Blob

A Boy & His Blob In The Rescue Of Princess Blobette is the Game Boy sequel to last year's NES hit, A Boy & His Blob. Once again it's a matter of feeding the Blob special Jelly Beans to overcome cunning obstacles. But you'll have to hurry; Blobette is barely hanging on!

It's Never Quite So Outer Space

OPERATION C

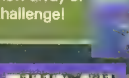
Ultra, TM and © 1991 Konami

this-world action with Super C for the NES. Now Game Boy gets into the act [illegible] more exciting than the original! Once again you've entered an alien world where friendly faces are about as rare as purple cows. Fortunately, you're armed to the teeth with a new array of super weapons. So what does the C stand for? Challenge!

WEAPONS

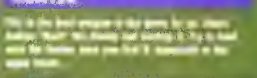
Three awesome weapon options give you the winning edge. Two of the weapons—Spreader and Fire—will be familiar to fans of Super C. But the best—The Hunter—is brand [illegible] and continually spray the enemy by holding down your B Button.

SPREADER



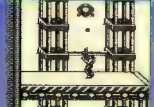
FIRE

HUNTER



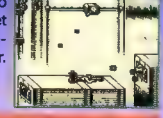
STAGE 1: Outer Base

The Outer Base is the first line of alien defense. Guards atop towers keep the action hot, but by firing at an angle you can take them out. On the upper level watch for guns in the walls. Duck down to avoid their fire. Be sure to get the Hunter right after the elevator ride down to the harbor.



Sinking The Sub

The Submarine attacks from below using guns and missiles. Dodging the shots isn't too difficult, but remember that aliens charge you from the side! Use the Hunter to blow the missile hatches or fire downward at 45 degrees.



It isn't necessary to wipe out the guns to defeat the Sub, but it makes life (or staying alive) much easier.

STAGE 2: Inner Base

Like the second level in Super C, the Inner Base is seen from overhead as you scroll vertically. Enemies attack from all sides, which is no problem if you have the Hunter. Massive guns are your biggest headache, but you can fire from safe positions. The guns on the conveyor belt must be quieted before you can move on.

Torch The Tank

This massive Tank at the end of the stage is armed with regular guns and a fearsome Flame Gun. Blast the regular guns first so you can maneuver close to the Flame Gun. Attack the Flame Gun from the side at a 45 degree angle.

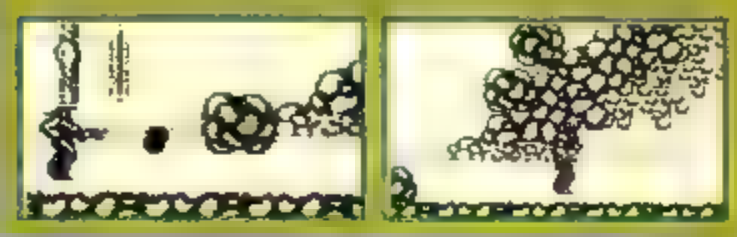
Since the Flame Gun's shots can't be destroyed by your own shots, don't stand in front of the gun when attacking.

STAGE 3: Jungle

The steamy Jungle is filled with hidden dangers, just like in Super C, except this time the stage is longer and more difficult. Pop Up Guns, a swamp, falling Boulders and two fierce, alien Guardians are just a few of the perils you must face. Be prepared for anything!

START A

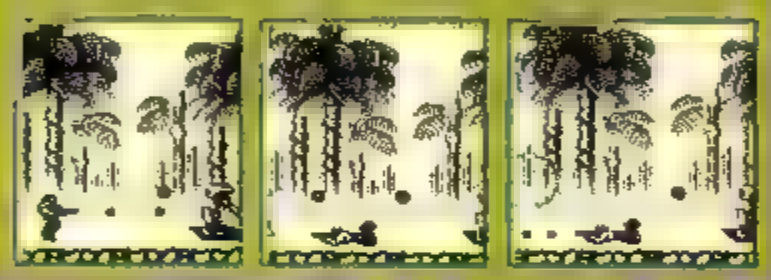
Avalanches of Boulders present a great danger on the Cliffs. You can shoot Boulders into dust so they don't crush you, or you can dodge them. Because the Boulders fall in patterns, you can judge when to cross avalanche zones in safety. Powder the first avalanche by firing from left of the Cliff's base.



Go To B

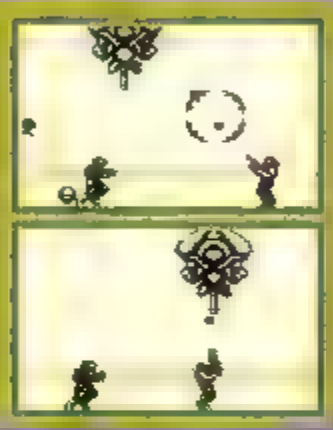
Grab the Hunter when it appears halfway up the Cliff. You'll need it against the Guardian just ahead in the jungle, and also when you reach the end of the stage.

Whenever you're in the side-scrolling Jungle regions, the biggest threat comes from Pop Up Guns that suddenly explode from the ground in front of you! It wouldseem like a pretty good idea to hit the turf and shoot back. The problem is that alien soldiers will charge from the left. So here's what you do: first, face left then drop to the ground and zap the aliens, then jump up, avoiding Pop Up Gun fire, face right,drop again and blast the Pop Up Gun.



The map will help you plan your assault. Look for the locations of Pop Up Guns and Cliff Guns. Also keep in mind that your character jumps higher on the Cliffs.

The Guardian hovers overhead firing little alien insects from tubes pointing left and right. Your best strategy is to shoot and destroy the tubes.



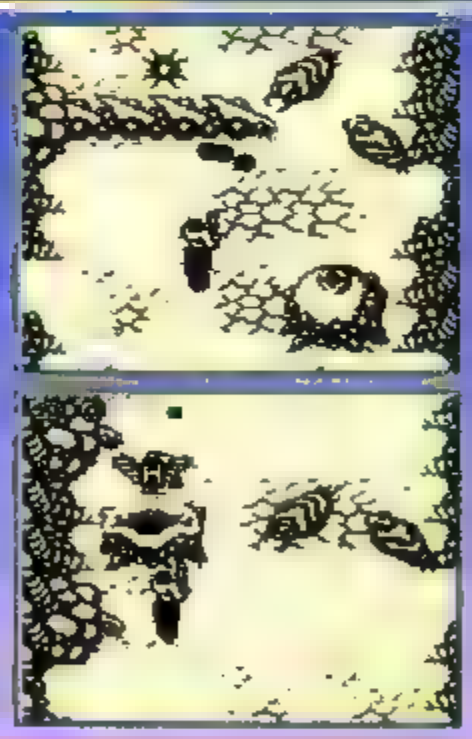
Guardian

The Guardian at the end is similar to the earlier Guardian, but it fires Lasers at you. Stand on the Giant Shell and dodge the Lasers while firing at them. After the Lasers, the Guardian releases poisonous Bubbles. Shoot them so they don't touch you, and then shoot the middle of the Guardian to defeat it.

START B

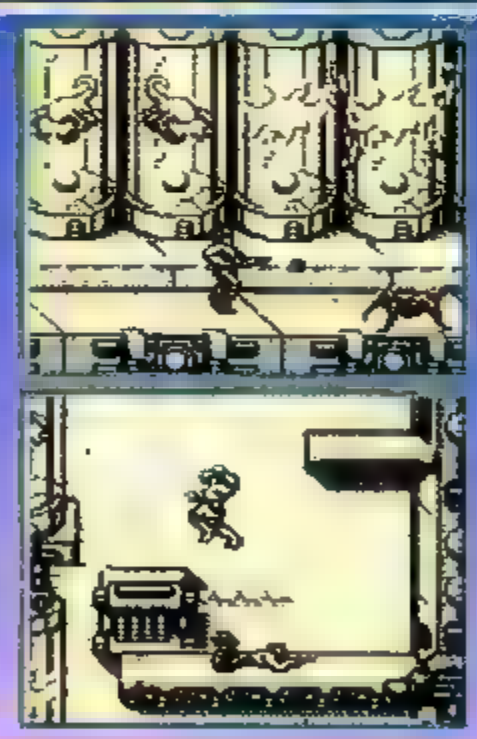
STAGE 4: Outer HQ

Like a nightmare from the depths of space, alien pods burst open with newborn monsters. Other creatures appear from holes to the left and right as you scroll vertically, and jagged blades thrust out of the walls at ground level trying to cut you down. Look for the Hunter on the left side just beyond a Pod. You'll need it!



STAGE 5: Headquarters

Stage 5 is a futuristic laboratory filled with traps. The Ceiling Guns fire faster shots than any you've yet encountered. Stay well back as you jump up and fire at them in the air. Attack the monsters in the Glass Tanks the same way. On the Elevator, duck below the Electric Beams, but be ready for the aliens who attack from above.



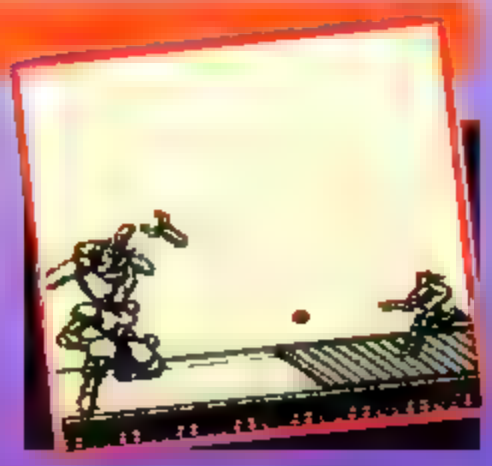
Head Off Trouble

The Guardian at the end of the stage has two defenses. The Laser shoots around it in a diamond pattern and Little Spiders come out of it. Stand to the side and shoot the Little Spiders while dodging the Laser. Then aim for the Guardian's head.

Fire straight up at the Guardian as it moves across the screen, then dodge when the Little Spiders appear.

Robotics 101

You've almost reached the end of your mission, but barring the way is a steely Robot. Missiles are launched from the Robot's backpack, but you can shoot them down. After defeating the Robot, you'll come face to face with the Mastermind!



The Pincer Arms of the Robot fly at you like missiles. You can't destroy them, so just try to dodge.

A BOY AND HIS BLOB

In... The Rescue Of Princess Blobette

A Boy and His Blob in The Rescue of Princess Blobette from Absolute Entertainment doesn't have any super weapons or mutant bosses; no dragons, ninjas or berserk aliens, either. What you do get in the Game Boy sequel to A Boy And His Blob (for the NES) is bags of Jellybeans and barrels of fun. And there's a twist. Blob's sweetheart, Princess Blobette, has been captured and caged, and the Blob is determined to save her. If you hope to pass the many obstacles between you and Blobette, you will have to feed the Blob an assortment of Jellybeans, each of which turn him into a useful shape like a key or an umbrella. New Jellybeans and cunningly placed obstacles will challenge novice and expert Blob-handlers alike.

BlObs'n Beans

With a hungry Blob for a friend and a bag full of Jellybeans you're bound to go far. Three new Blobolicious flavors have been added: Lime, Mint and Banana. At the start of the game you don't have all the Jellybeans. Extra bags must be found and collected as you go.

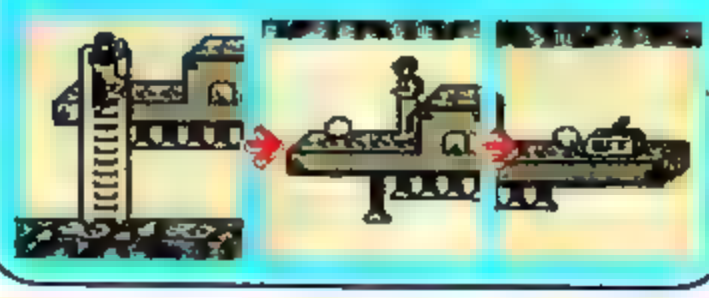
- Lime=Key
- Vanilla=Umbrella
- Tangerine=Trampoline
- Coconut=Coconut
- Punch=Hole
- Apple=Jack
- [illegible]
- Cola=Bubble
- Ketchup=Catch Up
- Licorice=Ladder
- Mint=Ice
- [illegible]
- Strawberry=Bridge
- Root Beer=Rocket

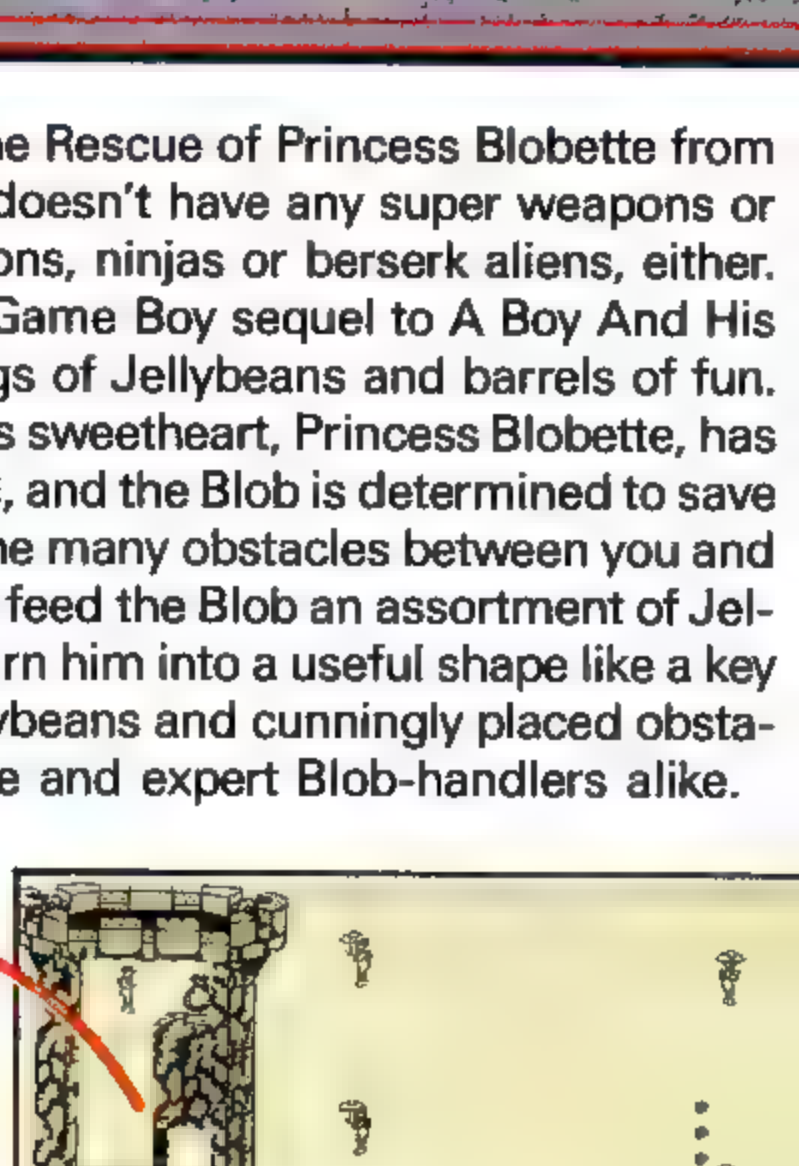
[illegible]

Use the Tangerine Trampoline to reach the heights where an extra bag of beans awaits. Grab the bag and jump down. Whenever you pick up a new bag of Jellybeans, look for new flavors.

The High Road

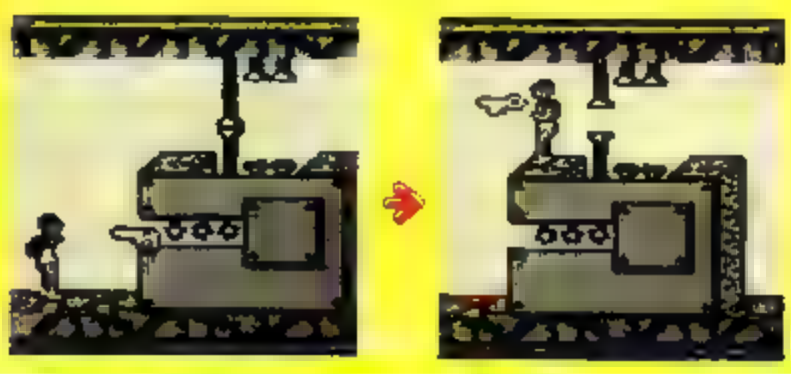
Use the Ladder or Trampoline to reach the ledge. If you used the Trampoline, retrieve the Blob using the Honey Hummingbird. Now turn the Blob into a Coconut. Stand as far to the right as you can and hurl the Coconut at the machine's lever to turn it off.





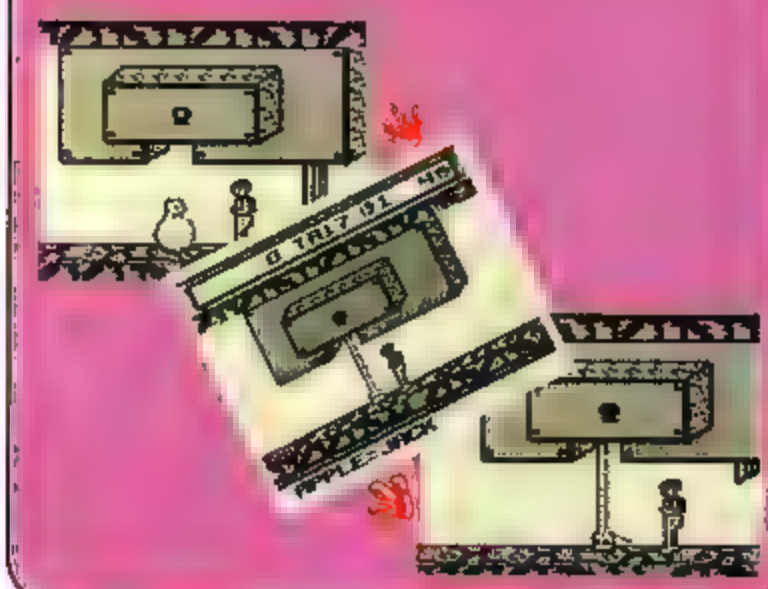
Gearing Up

Throw the Monkey Wrench into the gears to deactivate this machine.



The End

So you've reached an impassable barrier; you can't go over it or under it. What do you do? Turn the Blob into an Apple Jack directly below the hole in the machine. Before you know it, the wall will lift out of the way!



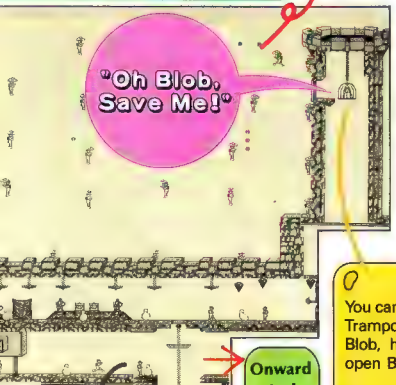
© 1990 Absolute Entertainment

Up, Up and Away

The wind currents around this old castle are strong enough to carry you aloft if you're holding onto the Umbrella. Step off one of the ledges and press Up on the controller. Now float into the wide space between the towers and collect Peppermints for an extra Life.

Peppermint Treat

Every time you collect five Peppermints you will earn a free Life. Collect nine Peppermints in the air and one more just before you reach the Stomping Machines.



Blob-acious Advice

Beware of the Blob who, in his excitement, may knock you into danger when he comes bounding up to you. This Blobish enthusiasm is most dangerous near ledges and machines, so make sure you're in a safe place before whistling for the Blob to join you.

Blob & Blobette

You can reach the ledge to the left of Blobette by using the Trampoline. When you throw a Honey Jellybean to the Blob, he'll fly up and open Blobette's cage.

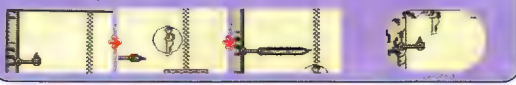
Onward And Upward

Bubble Trouble

The trouble with Bubbles is that they are slow and have lousy handling. When you're underwater, steer clear of fish who would like to pop your Bubble.

Torches

Along the walls of the well, torches burn and flare. One lick of flame will end your quest. Use the Cola Bubble at the top and, as you float downward, you'll avoid the flames. You'll also be ready to enter the water at the bottom of the well.



The End Is Nigh

Some of the most difficult challenges still lie ahead. There's a vat of boiling chocolate that needs to be cooled down and then a world record high jump. Finally, when Blobette is released from her cage, she runs away! There's no time to lose. Follow her to find the way back out.

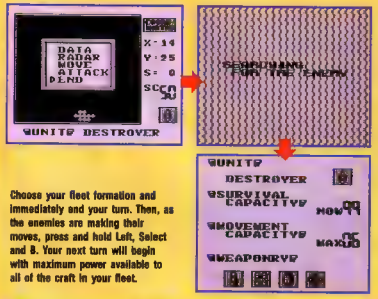
Game Boy Classified

POWER MISSION

From Agent #477

Super Strong Fleet

Make your fleet a force to be reckoned with by letting your enemies make the first move. As you begin, choose your fleet formation. Then, instead of carrying out battle plans, end your move. While the enemy fleet is making its move, press and hold Left on the Control Pad and the Select and B Buttons. When it's time for your move, all of the ships, submarines and planes in your fleet will be built up to a total of 99 Hit Points. With strength on your side, you'll be able to adopt a very aggressive position from the very beginning. At any point in the game, you can rebuild your fleet by using the same procedure. Just choose to end your move as soon as it begins. Then press and hold Left on the Control Pad and the Select and B Buttons as the enemy is moving. When your move begins, your fleet will be back to near maximum power, though damage from the enemies', most recent attacks will still register.



Choose your fleet formation and immediately end your turn. Then, as the enemies are making their moves, press and hold Left, Select and B. Your next turn will begin with maximum power available to all of the craft in your fleet.

With the added strength that this maneuver gives you, you'll be able to take a very aggressive position and surround the enemy fleet early in the game.

Land Torpedo

While it's generally believed that Torpedoes travel only through water, Power Mission Torpedoes can also make their ways across land. Line up your subs and other Torpedo launching craft near islands and aim for enemy ships and subs on the other side. Then send Torpedoes sailing right through the island to unsuspecting targets.

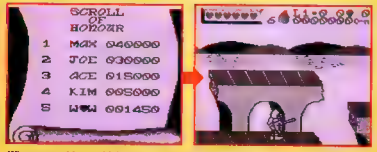
Even if your Torpedo launching craft is on the other side of a land mass from your intended target, you'll still be able to use a Torpedo to blast your enemies. Just line it up and fire. The Torpedo will cut through land!

FORTRESS OF FEAR

From Agent #061

Initial Bonus

The high score entry in this great Game Boy adventure not only lets you compare your score with scores made by the Pros, but it can also allow you to start your next game with extra players in reserve. When the game is over and you have the option of entering your initials to the list of high scores, choose a letter W, a Heart and another W. After the characters are entered, press the Start Button to begin a new game. You'll start with 6 players in reserve!



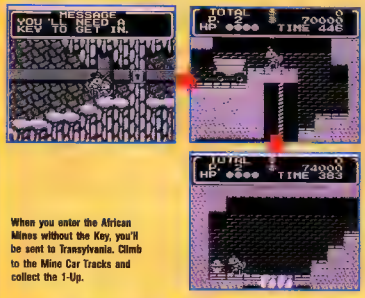
When you achieve a high score, enter W (Heart) W as your initials. With the next adventure you'll have a 6 fighter back-up.

DUCK TALES

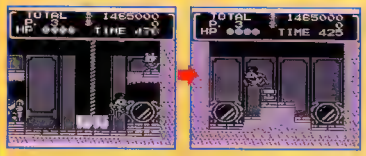
FROM AGENT #103

1-Up Loop

In a past edition of Classified Information, we reported on a special maneuver that allows you to collect as many as 9 Ducks in reserve for the NES version of Duck Tales. The same basic tip also works for Game Boy Duck Tales. Select the African Mines from the very beginning. From there, you'll be sent to Transylvania to retrieve the Key to the Mines. In Transylvania, if you move directly to the right and use the first Warp Mirror, you'll get to the room with the Key. In that same room, there's a Warp Mirror that you can use to exit Transylvania. Before you exit, though, collect the hidden 1-Up in Transylvania, then leave and re-enter Transylvania through the African Mines so that you can collect the 1-Up again. Finding the 1-Up in the first place can be very challenging, though, because it is hidden deep in the Haunted House. Climb to the upper-right corner and follow the Mine Car tracks. At the end of the tracks, you'll find the 1-Up in a Treasure Chest. Collect it, go back to the beginning and Warp out of Transylvania without getting the Key. Then go back through the African Mines and repeat the maneuver.



When you enter the African Mines without the Key, you'll be sent to Transylvania. Climb to the Mine Car Tracks and collect the 1-Up.



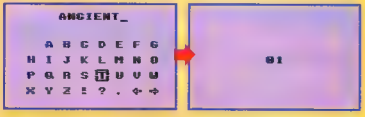
Once you have the 1-Up, warp out of Transylvania without getting the Key and loop around to collect the 1-Up again!

BOOMER'S ADVENTURE IN ASMIK WORLD

FROM AGENT #123

Ancient Stage Select

The 33 stages of Boomer's adventure first ascend then descend so that you encounter every stage twice. With a special Password, you can choose to begin the game at any stage, going up or going down. Choose to continue from the beginning and enter as your Password "ANCIENT". The stage number will appear. Change the number by pressing Up and Down on the Control Pad. If you select a stage that has a number followed by a period, the stage numbers will decrease as you play. If there is no punctuation after the number, the stage numbers will increase.



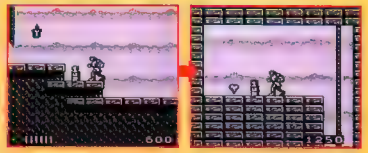
Choose "ANCIENT" as your Password and select your stage.

CASTLEVANIA—THE ADVENTURE

FROM AGENT #414

1-Up Collection

Here's a favorite that you may have missed the first time around. Throughout the game, you can Whip Candles to earn Power-Up items. Our Agents have discovered, though, that if you skip the first Candle, you can break the eleventh Candle for a 1-Up. Then collect the other 1-Up in Stage One, let Simon lose a life and repeat the process. You'll come out ahead by one extra fighter every time you loop around.



Collect both 1-Ups in Stage One, then let Simon lose a life and start at the beginning to collect them again!

NOW PLAYING

Title	Company	Play Info	Power Meter G	P	C	T	Game Type
The Chessmaster	Hi-Tech	GL	3.7	3.5	3.3	3.5	Chess
Kung-Fu Master	Irem	1P	3.5	3.7	2.9	2.8	Martial Arts
Operation C	Ultra Soft	1P	4.0	4.3	3.8	3.7	Combat Action
The Rescue of Princess Blobette	Absolute	1P	3.6	3.2	3.3	4.1	Puzzle Action
Rolan's Curse	American Sammy	GL	3.5	3.4	3.4	3.9	Role Playing
Solomon's Club	Tecmo	1P	3.3	3.4	3.7	3.7	Puzzle Action
Spot	Arcadia	1P	3.2	3.2	3.3	3.3	Puzzle Action
WWF Superstars	Acclaim	GL	2.4	2.4	2.6	2.9	Wrestling

Game Boy Chart Key:

1P = One Player

GL = Game Link-Two Players

G = Graphics and Sound

P = Play Control

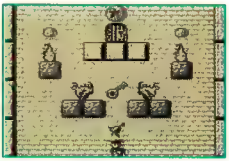
C = Challenge

T = Theme and Fun

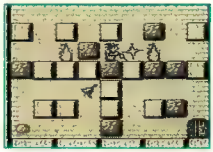
Games are evaluated with ratings from 1 (poor) to 5 (excellent).

Solomon's Club

The puzzle-solving fun of Tecmo's NES classic, Solomon's Key, has been successfully translated to Game Boy in the new follow-up, Solomon's Club. A magician with a wand that allows him to create and destroy magic blocks must negotiate rooms full of enemies and obstacles.



The rooms range from very simple to solve to very challenging. Since there's a built-in Stage and Room Select, you can skip to stages that are built for your own skill level.



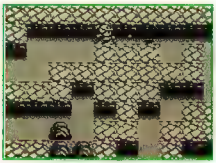
In each room, you'll find a Key and a Door. The challenge is to get to the Key, then unlock the Door without direct contact with the enemies. Sometimes you can direct the paths that the enemies take by creating blocks and sometimes you can send the enemies falling to the ground by destroying blocks. By collecting treasures in each room, you can earn money and then visit shops in some Rooms to purchase special items and weapons. This new feature adds to the variety and excitement of the game and helps make this Game Boy adaptation even better than the original.

Rolan's Curse

Adventure through a land of magic and menacing creatures in this two-player Hero quest from American Sammy. Maze-like forests and caverns lead to dead ends, enemies and treasure chests that hold special items.

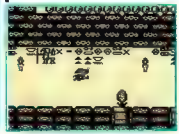
Begin your journey with a sword and some words of advice from villagers. Then search the land and collect, among other items, a wand that fires magic balls and an axe.

Since the challenge comes mainly in finding the right paths to travel and not in defeating enemies, this is a game that adventure game novices can enjoy as much as experts.



GAME BOY TOP TEN

1 Super Mario Land



Mario returns to the top of the poll after a one issue drop. This one is a must-have for Mario fans.

2 Final Fantasy Legend

This challenging role-playing adventure has been a consistent favorite of the Pros at Nintendo HQ.

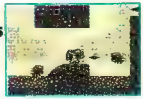
3 Teenage Mutant Ninja Turtles

The Foot Clan continues to fall and, this time, the Turtles fall too—one notch to Number Two.

4 Dr. Mario

The ink hasn't even dried on Mario's medical diploma and already he's hit the Number Four spot.

5 Gargoyle's Quest



Players have been singing the praises of Firebrand's Game Boy adventure since its release.

6 Tetris
7 Castlevania
8 Batman
9 Play Action Football
10 Golf

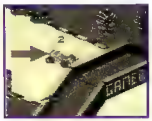
The Game Boy Top 10 is determined by rankings from Nintendo Power readers, Game Boy retailers and the Pros here at Nintendo HQ. To vote on your favorite Game Boy games for a future edition of the Game Boy Top 10, fill out the Game Boy section of your Players' Poll entry and send it in!

COMING SOON

Game Boy developers are busy putting the finishing touches on a slew of Game Boy games that you should see in the next couple of months. Here's a look at just a few of them.

SPORTS

Last issue we mentioned that the NES classic, **R.C. Pro-Am**, is being developed for Game Boy. Now we can show you. Super developers, Rare, are trying to capture the same look and feel that they had with the original.



Super R.C. Pro-Am

Skate or Die: Tour De Thrash from Electronic Arts features a rocket ramp just like the ramp in **Skate or Die 2** for the NES and a two-player simultaneous event competition. It looks promising!

Skate or Die: Tour De Thrash

PUZZLERS

New licensee, Triffix, will introduce Game Boy players to **Castelian** this year. It's a puzzle game with a new kind of look. The action takes place on the outside of a castle tower and the tower rotates as characters climb upward. **Bubble Bobble** from Taito is on its way to the Compact Video Game System. Another classic, **Pac Man** from Namco, will be out this year.

GAMBLING

A Game Boy casino simulation is being developed by Arcadia. **Caesar's Palace Gambling** will feature an overhead view of the famous casino with a focus on Roulette, Blackjack and other games. The graphics and play are very impressive.

Caesar's Palace Gambling

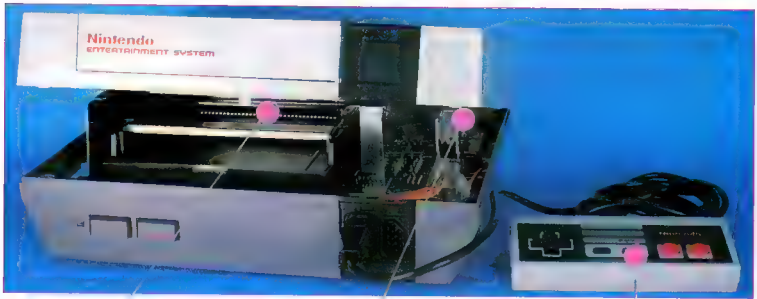
RUMORS

Acclaim is talking about a possible Simpsons Game Boy adventure. There's no word on when we'll see a working version, yet. Snake, Rattle 'N Roll is also being considered for Game Boy development. We'll keep you informed.

THE INSIDE STORY

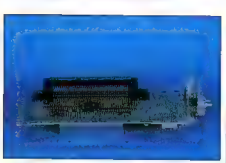
THE NES CONTROL DECK

From the outside, the NES Control Deck (CD) looks like a simple box–a few buttons, a few jacks, a little red light. But appearances can be deceptive. In the following pages we'll open up the hardware and see what goes on inside that world of amazing precision and blinding speed. Our tour into the electronic maze begins with a look at how the CD communicates with the world through Game Paks, Controllers and your TV.



72 PIN CONNECTOR

Like all computers, the NES receives information from software. In this case that means Game Paks. When you slide your Game Pak into the Control Deck, the open end of the Game Pak slips into the 72 Pin Connector. It's like plugging in your telephone so you can receive calls. Information passes from the microchips inside the Game Pak through the 72 Pin Connector and into the Central Processing Unit of the Control Deck (CPU) or into the PPU, depending on the information and which Pin Connectors are accessed. If lint or dust gets into the 72 Pin Connector, the signals might not get through and it may seem as if the Game Pak itself isn't working.

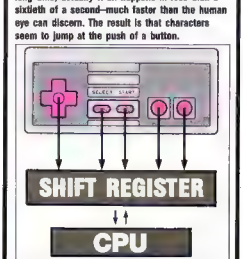


RF MODULATOR

Did you know that your NES Control Deck is like a television station? The signal sent by the CD to your TV to create the image of Mario and other characters is the same broadcast by TV stations. The signal is called RF or Radio Frequency and it is generated by the RF Modulator inside the CD. But when the Picture Processing Unit (PPU) creates video information, it sends a Composite Video Signal–the type of signal computer monitors can read. Most TVs receive RF signals, however, so the RF Modulator translates the Composite Signal and sends it to the TV. Strangely enough, once the TV receives the RF information, it translates it back into Composite Video Signals in order to display the picture.

CONTROLLERS

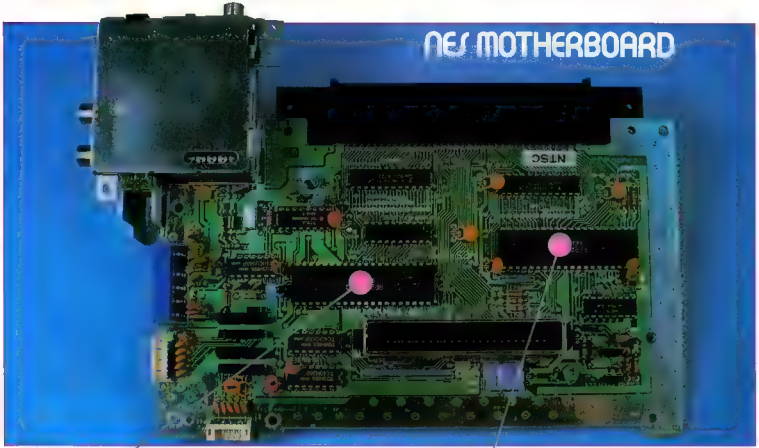
The Control Deck is also connected to the outside world through the Controllers. When the CPU needs controller information, it sends a message to a chip in the Controller called the Shift Register. The Shift Register reads the position of every button, either On or Off then reports back to the CPU on the On or Off status of each button. Although it seems like this might take a long time, actually it all happens in less than a sixtieth of a second–much faster than the human eye can discern. The result is that characters seem to jump at the push of a button.



HARDWARE TECHNICAL ARTICLE

THE COMPUTER BRAIN

Every aspect of the game, from the picture that appears on the screen to the rules that determine how high a character jumps is controlled by two powerful microchips—the PPU and CPU. Let's take a peek.



THE PPU

The Picture Processing Unit, like the CPU, is located on the main integrated circuit board of the CD. If you opened up your Control Deck, which you should never do, you'd find that it seems to be upside down. The PPU takes digital information from the CPU and Game Pak and converts it into Composite Video Signals that specify the color of every pixel on your TV screen. Sixty times every second the PPU redraws the entire screen in still frames, just like the multiple still frames of a motion picture. Because this happens so fast, it seems as if characters on the screen are actually moving.

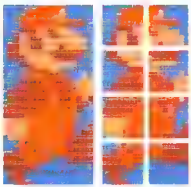
THE CPU

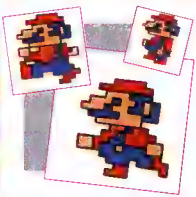
The Central Processing Unit is like a tiny switchboard with thousands of calls coming in and going out at the same time. For instance, every sixtieth of a second, or V-Blank period, when a screen has been completely drawn on the screen, the CPU checks for commands called Interrupts. The Interrupt from the Game Pak may instruct the CPU to ask for the current position of all Controller buttons or it may run some other routine such as sending out a sound effect command. If you imagine the Game Pak as a cook book, the CPU would be the cook who follows the instructions . . . for every dish in the book at the same time!

THE NES AT PLAY

CHARACTERS

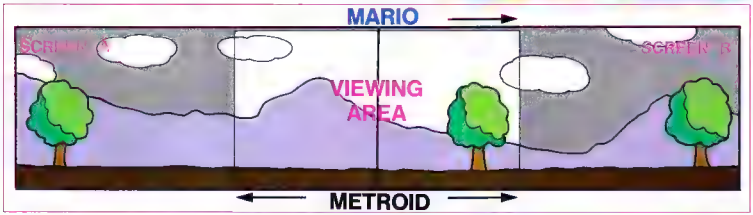
Although Mario and other characters usually seem pretty solid, they are actually composed of several characters. Super Mario consists of eight separate characters, but they are all programmed to appear in a sequence that makes them seem like one unit. Backgrounds are also made up of many separate characters. In fact, every screen has 960 characters!





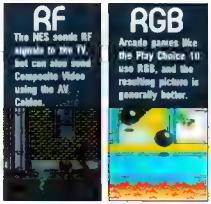
SCROLLING

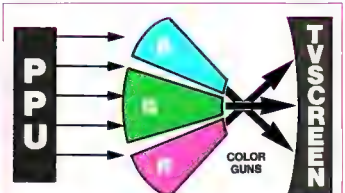
The PPU may display only 960 characters, or one screen at a time, but it actually stores twice that amount. In a one way scroll, new characters constantly replace old characters behind the scroll. This is why in games like Super Mario Bros. the screen can scroll only one way. In Metroid, however, scrolling occurs in two directions and new characters are continually added in the direction of the scroll.



RF VS. RGB

Why do RGB (Red, Green, Blue) monitors seem to have clearer, sharper pictures than standard television monitors? Information can be lost or distorted by interference during RF transmission. But the RGB signal goes straight from the CPU to the color guns of the monitor.


RF
The NES sends RF signals to the TV, but can also send Composite Video using the AV Cable.
RGB
Arcade games like the Play Choice 10 use RGB, and the resulting picture is generally better.

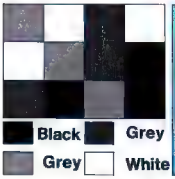


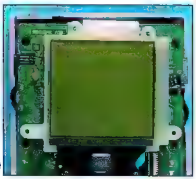
An RGB Video Signal is actually composed of five separate signals, one signal for each of the three color guns–red, green and blue–and two to describe the location vertically and horizontally of each pixel.

GAME BOY™

A NEW VIEW

In most respects the Game Boy resembles a miniaturized NES. One difference is that the CPU and PPU chips have been combined in one master CPU that does both jobs. The other major difference is that Game Boy has its own screen. The Liquid Crystal Display (LCD) operates using reflected light. When electrical current passes through part of the LCD, less light is reflected and that creates a darker image.



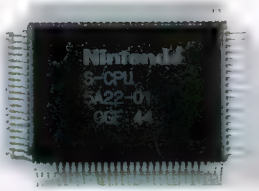


To create a character image on the Game Boy's LCD, different currents pass through many points of the crystal. The darkness of each point on the screen is determined by the level of current. In this way the Game Boy produces one white, two grey, and one black shade, with which it creates all of its game screens.

1993 ? 1995 ? 1997

INTO THE FUTURE

Just as in the rest of the computer industry, video game technology is racing forward. New 16 bit game systems like the Super Famicom are leading the way, but what is the real difference between the new systems and the traditional 8 bit systems like the NES and Game Boy? Speed of processing is the main difference.



Super Famicom 16 bit chip.

In an 8 bit system you can describe 256 individual things such as colors, whereas in a 16 bit system you can describe 65,536 individual things. The possibilities are tremendous, but the final result, as always, depends more on creative programming than the speed of the microprocessor.

2000 ? 2005 ? 2010

G.I. JOE

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YO JOE

The G.I. Joe Team hits the warpath with more fire power and more fighting skill than any force that has ever been dropped behind enemy lines. The Cobra Organization has bases spread out all over the world—Your team must get in, blow each base to Kingdom Come, then escape! Taxan has combined great control and graphics for a winner.

GAME PAK · DATA BOX

G.I. JOE
TAXAN

MEMORY	1M × 2M
	MMC3 · 64K

Graphics & Sound	3.6
Play Control	3.6
Challenge & Excitement	3.4
Theme & Fun	3.8

YOU NEED A FEW GOOD MEN

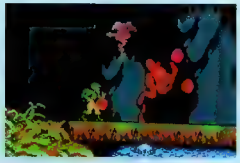
For each mission you'll control a team of three tough commandos. There's Duke, an all-around hero; Rock & Roll, a heavy weapons expert; Capt. Grid Iron, a hand-to-hand terror; Blizzard, trained in arctic operations; and Snake Eyes, a martial arts magician with ninja magic. One leader is chosen by General Hawk to head up each foray into enemy territory. You fill out the rest of the team. Each mission demands different skills, so determine who goes by looking at their strengths for Stamina, Jumping, Punching and Weapons.

COBRA COMMANDERS, WATCH OUT!

The Cobra Organization has been terrorizing the world for too long.The Commanders of Cobra each have their own heavily guarded base. The G.I. Joe Team will have to deal with them all.

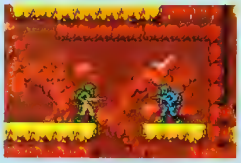
MISSION START

You'll begin each mission in a straight-out action mode, blasting and fighting your way toward the Cobra Base.



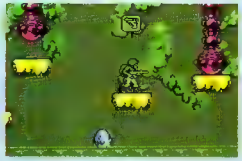
COBRA BASE

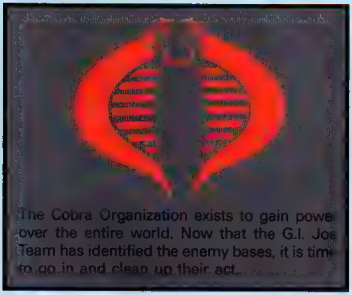
The Bases are mazes, some cunningly difficult. In each you'll have to reach the Checkpoints to set bombs before time runs out!



ESCAPE ROUTE

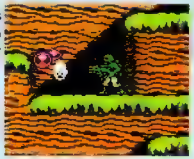
After setting all the time bombs you'll have to clear out of the area. Fight on the run as you head for safety.




The Cobra Organization exists to gain powe
over the entire world. Now that the G.I. Joe
Team has identified the enemy bases, it is tim
to go in and clean up their act.

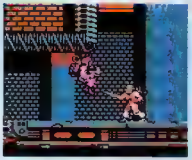
WEAPONS

When the Pistol Emblem is shown on screen, you can fire your weapon. Snag four Pistol Emblems and you'll fully power up your Weapon's Level. Using weapons uses up Ammo, so long bursts will leave you short of munitions.



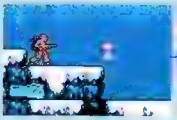
HAND-TO-HAND

For most of the action areas—Mission Start and Escape Routes—you should use hand-to-hand combat wherever possible to preserve your Ammo. Each team member has a specialty such as using a sword or his fists.



POWERING UP

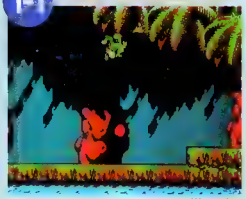
To go the final mile you'll need the extra fire power of "maxed out" weapons. Grab the pistol symbol to raise the weapon rank of your current commando by one step, for instance from 2A to 2B. Level 4C is the highest level. Try to achieve the top rank for every commando in the early stages. And once they're up there, don't let them die off. If a team member is defeated, he'll lose his weapon ranking.



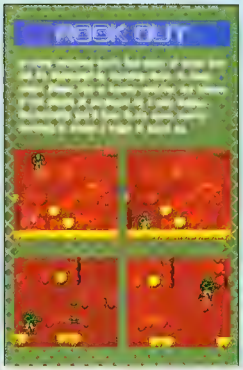
HAND GRENADES

The Hand Grenades are best used against the Cobra Commanders at the end of mission stages or to blast open walls and floors. They aren't very accurate against fast moving enemies, though.

1-1 THE AMAZON



Hand-to-hand combat will take you far against the Guards and animals. Make sure you jump for the hidden Power-Ups in the trees.



ITEMS

Collect items to give your characters Power-Ups for weapons and the Life Bar.

AMMO
Adds five shots to your current supply of Ammo.

FLASHING AMMO
Thirty shots are added to your munitions store.

K-RATION
One section of the Life Bar will fill up.

FLASHING K-RATION
Your character's Life Bar fills up completely.

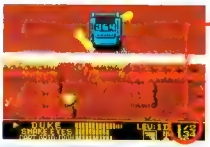
PISTOL
Increase Weapon Levels by collecting four Pistols.

BULLET PROOF VEST
You become invincible for about five seconds.

CHEVRONS
The length of your character's Life Bar will increase.

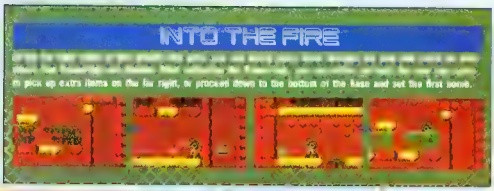
CHECKPOINT BOMBS

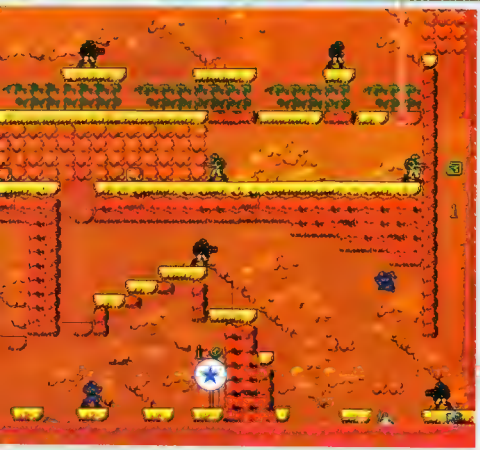
G.I. Joe is an explosive game in more ways than one. Your mission is to penetrate enemy fortifications and then blow them up. Inside each Base you'll find from between two and eight Checkpoints. When you touch a Checkpoint, an explosive device is armed. Your mission objective is to set the bombs then escape through the door marked on the map with a star.



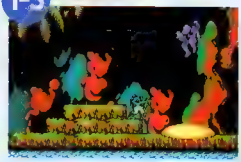
A RACE AGAINST TIME

As soon as you reach a Checkpoint, a screen pops up showing the explosive device and its timer. The time indicated on the bomb and in the lower part of your screen is the amount of time you have left to set all the bombs and get out of the Base. Study these maps to find the fastest route. In the upper stages you'll have barely enough time to reach every Checkpoint.





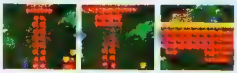
1-3 ESCAPE



When you reach the Cobra Commander, hit him with your hard stuff and avoid the energy field he lays down. Hand Grenades can be effective with practice, but he moves quickly.

HIDDEN COPTER

In Stage 1-3, shoot out the top two stones of the wall and jump up to where they were. Enter the ceiling from there and find the Cobra Interrogator. Get into one of these vehicles as soon as you can because they are nearly invincible.



MISSION 2

Blizzard leads the team into the frozen wastes, but the action is just starting to heat up. It's no time to get cold feet.

2-1 ANTARCTICA

Watch out for incoming missiles and take refuge in the hidden ice caves. Enter ice caves from the right to collect valuable items.

2-2 THE BASE

The conveyors belts on the ledges will slow down the team, but once you blast your way into the Helicopters you can easily reach all the Checkpoints in time.

SHORTCUTS

Not all the walls are as solid as they seem. There are hidden passages and shafts that will help you maneuver through the base.

FLYING HIGH

From the stack on the right you can blast your way down into the floor to recover the Cobra Interceptor.

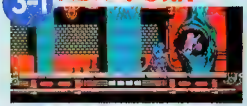
MISSION 3

In the underworld of the city, Snake Eyes gives you a high-jumping advantage, plus his ninja magic uses none of your Ammo.

THE COBRA BUZZ BOAR

Roll along floors, ceilings or walls with the Buzz Boar. You can even jump up and cling to the ceiling like a fly.

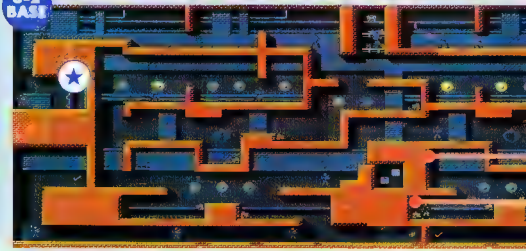
3-1 NEW YORK



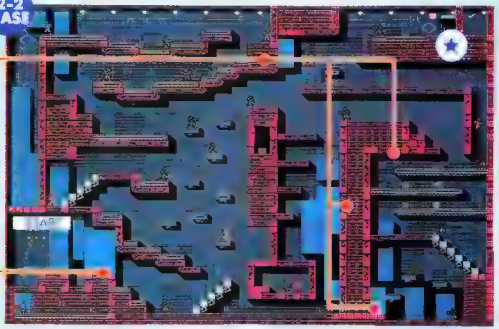
Enemies appear from sewer pipes as you ride the elevator downward. Give them a whack on the head and gain Ammo and K-Rations.

3-2 THE BASE

A super computer that runs the operations of Cobra is your target in the most difficult maze yet. Remember to shoot walls and floors to reach enemy vehicles. Also select team members who need their weapon levels boosted.



2-2 BASE

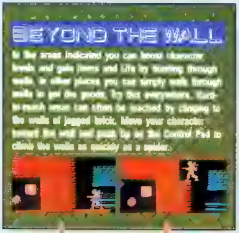


A HIDDEN BUZZ BOAR

Shoot straight up at the Danger sign and a Buzz Boar will drop down. Once inside the captured Buzz Boar your team member will be protected—at least until the Buzz Boar loses all Life Bars—and you'll have be able to use the Buzz Boar's awesome Buzz weapon without wasting Ammo.

BEYOND THE WALL

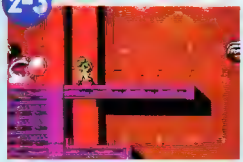
In the areas indicated you can boost character levels and gain items and life by running through walls. In other places you can simply walk through walls to get the goods. Try this everywhere. Various areas can often be reached by climbing to the walls of jagged brick, blown your character toward the wall and push Up on the Control Pad to climb the walls as quickly as a snake.



JUMPING JOES

You can jump from the ledge to the left of the wall where the Buzz Boar is hidden into a secret passage in the wall. Make sure you defeat the enemy on the ledge first, because you may not make it on the first jump. Once inside the Buzz Boar, make for the Checkpoints with the Buzz Weapon going full bore!

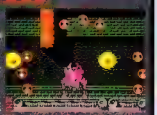
2-3 ESCAPE ROUTE



Bottomless pits can swallow up careless team members. Get the sure grip of the Buzz Boar hidden far to the left to keep on track.

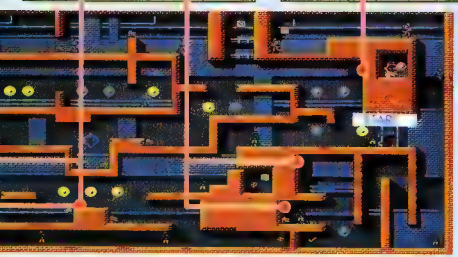
THE COBRA POGO

Nothing beats the Cobra Pogo for jumping to great heights. The multi-directional cannon is also a great help when enemies have you surrounded.



3-3 ESCAPE ROUTE

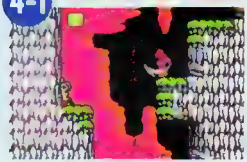
Conveyor belts do their best to carry you to your doom and eagles attack from overhead. At the end, jump to avoid the missiles while attacking.



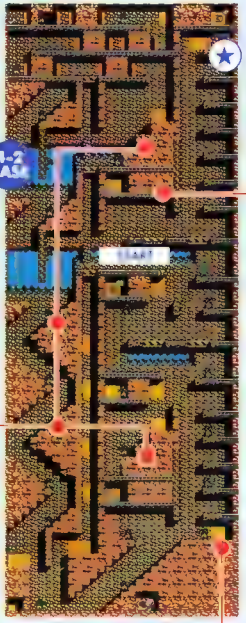
HOP TO IT

To get the pogo above you, continue through this area. Just right of the items, shoot into the ceiling to uncover a hidden passageway. Jump up and backtrack to get the vehicle.

4-1 THE BLACK HILLS



On the first ledge of the white cliffs, walk into the wall and get the Pogo.

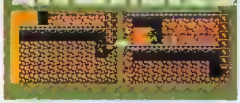


4-2 THE BASE

...and look for hidden items everywhere.

CHECK IT OUT

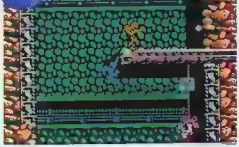
If you have the Buzz Boar, which is a pretty good idea, reaching this Checkpoint is a snap. If you don't have it, you'll need to do some fancy jumping to reach the hidden passage in the wall. It might be a good idea to bring Snake Eyes along for the ...



ROCKS TO DUST

Like many Bases, the Black Hills Base has items hidden in the wall, floors and ceilings. In many cases you'll have to vaporize the rock with ...

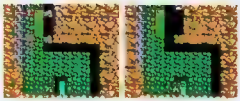
4-3 ESCAPE ROUTE



Use Snake Eyes to leap up to the ledges that hang out into the shaft. He'll be able to cling to the ledge, then jump up onto it. Leap up to the ledges that protrude into the shaft.

CHOPPERS

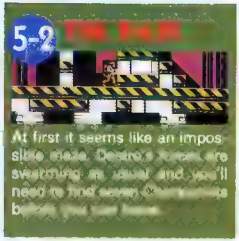
Before climbing upward, vaporize the cannons above and leap into a hidden shaft to get a helicopter that is hidden on the right.



DRILLING FOR BUZZ BOARS

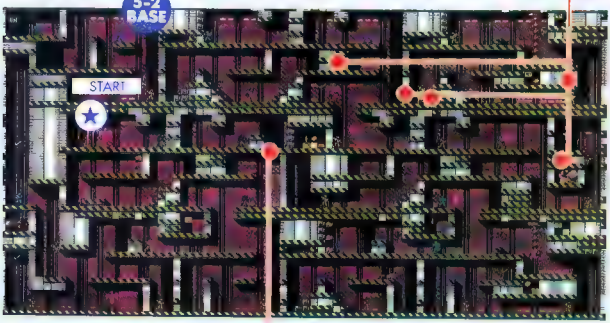
5-1 THE SAHARA

Although the dunes seem to slow you down, don't jump if you can help it. Many hidden items are buried in the sand. You'll get them only if you walk.



At first it seems like an impossible maze. Destro's forces are swarming all about and you'll need to find seven [illegible] before you can leave.

EMPTY WALLS
This Base is filled with walls, some solid and some not-so-solid. Most of the walk-thru walls can be identified if you pay attention. The different types of walk-thrus are shown below and constitute the clues on what goes. If you want to recognize the walk-thrus, this Base will be a breeze. Otherwise it can be a nightmare.



5-3 ESCAPE ROUTE

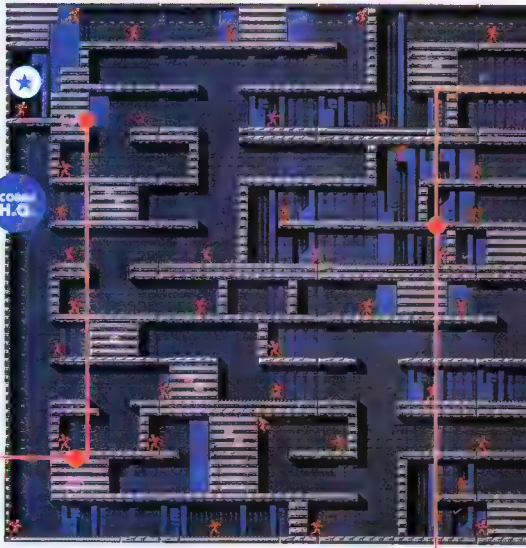
After destroying Destro's ship, you'll have to leap from one narrow column to another while pursuing him. If you fall, you'll have to use another team member, so a lot is riding on every move.

MISSION 6

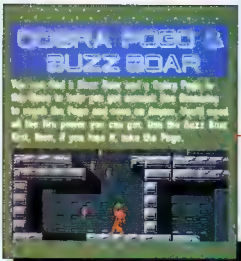
Now that he's free, Gen. Hawk takes over as the team leader for this final mission into the heart of the Cobra Empire.

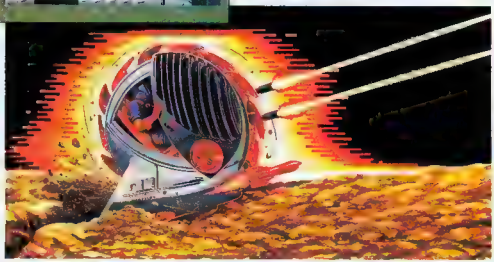
COBRA H.Q.

H.Q. You need to find eight

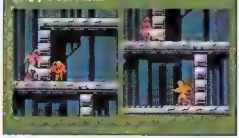


COBRA POGO & BUZZ BOAR

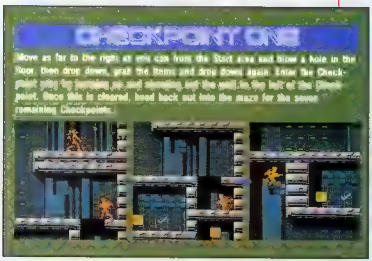




SHORTCUTS



"So You Think You've Had Enough Of Me! You Ain't Seen Nothing Yet!"


CHECKPOINT ONE
Move as far to the right as you can from the Start area and blow a hole in the floor. Then drop down, grab the items and drop down again. Enter the Checkpoint pipe by standing on it and pressing up and the exit to the left of the Checkpoint. Once this is cleared, head back out into the maze for the seven remaining Checkpoints.

THE COBRA CHALLENGE HAS JUST BEGUN
After you've perished on the Cobra Island mission, you might think it's time to rest. No way, Joe. There are two more quests. In the Second Quest you'll have only two members per team and Checkpoints have been moved. The Third Quest has hidden Checkpoints.
"TO JOE"

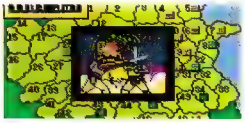
NOW PLAYING

MARCH 1991

Here's a glance at a few recent releases that didn't receive feature coverage, though they should appeal to fans of their particular genres.

BANDIT KINGS OF ANCIENT CHINA

Following in the footsteps of Nobunaga's Ambition and Romance of the Three Kingdoms, this new role-playing simulation from Koei places you as the leader of a prefecture in 12th Century China. Load one of four scenarios and build your forces to take on the challenges before you.

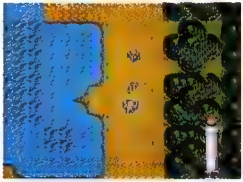


Some players will find the pace slow compared to more action oriented games while others will enjoy the depth, involvement and attention to detail.

TIMES OF LORE

Journey through a world of magic and mystery in this PC style role-playing adventure from Toho. A band of Orcs from the Dark Forest have stolen the Foretelling Stones and you must recover them. The graphics are detailed and the play control is smooth.

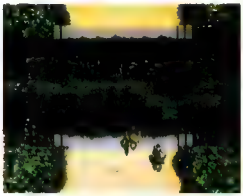
Like other role-playing games that were originally designed as PC games, the pace of this game may be slower than that of most adventures designed for the NES. If you're a fan of long, involving quests, though, this one's for you.



INDIANA JONES AND THE LAST CRUSADE

The action-packed scenes of the last film of the Indiana Jones series translate well to the video game format in Indiana Jones and the Last Crusade from Taito. From the fight for the Cross of Coronado to the battle on the tank in the desert, all of the big moments are represented.

Unlike some movie adaptations, this game is more of a series of arcade-style games than it is a complete adventure.

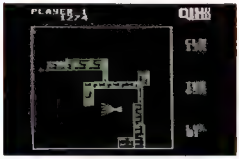


WAR ON WHEELS

The bruising world of roller derby is the setting for this action-packed game from Jaleco. Good fighting skills come in just as handy as skating ability, since the skaters on the other team like a physical game. Even some of the fans get in on the action. Two players can skate at once, but they have to stay close together to stay on the screen.

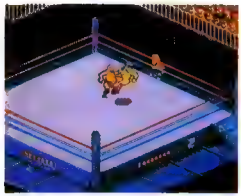
QIX

Now that the arcade favorite, Qix, has become a success in the Game Boy format, Taito is bringing it to the NES. To master this puzzler, you'll need quick reflexes and cool nerves. Try to claim sections of the playing field by drawing off squares and rectangles without getting caught by the always moving Qix. Claimed areas are covered by sometimes distracting patterns. Overall, though, it's fun and engaging.



WWF WRESTLEMANIA CHALLENGE

Climb into the ring with the biggest names in professional wrestling this new World Wrestling Federation game from Acclaim. One or two players can go one-on-one or join together in a tag team match with Hulk Hogan, the Ultimate Warrior, and other current wrestlers. This one should be a winner with wrestling fans.



YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
Adventure Island II	Hudson Soft	1P	3.3	3.9	3.5	3.6	Comic Action
Bandit Kings of Ancient China	Koei	5P-A/Batt	3.6	2.8	3.0	3.4	Role Playing
Fox's Peter Pan and the Pirates	THQ	1P	2.7	2.3	2.3	2.6	Comic Action
Fun House	Hi-Tech	1P	2.7	2.3	2.4	2.6	Game Show
G.I. Joe	Taxan	1P/Pass	3.6	3.6	3.4	3.8	Combat Action
Harlem Globetrotters	GameTek	4p-S	2.7	2.2	2.1	2.6	Basketball
Indiana Jones and Last Crusade	Taito	1P	3.6	2.7	3.0	3.3	Adventure
The Last Ninja	Jaleco	1P/Pass	3.3	2.2	2.9	3.0	Ninja Adventure
MetalStorm	Irem	1P/Pass	3.8	2.7	3.1	3.3	Sci-Fi Action
Princess Tomato in the Salad Kingdom	Hudson Soft	1P-Pass	3.5	3.4	3.4	4.1	Role Playing
Qix	Taito	1P	2.3	3.3	2.8	2.8	Puzzle Action
Times of Lore	Toho	1P/Pass	2.7	2.4	2.7	3.1	Role Playing
War On Wheels	Jaleco	2P-S/Pass	2.7	2.5	2.3	2.6	Roller Skating
WWF Wrestlemania Challenge	Acclaim	2P-S	3.3	3.0	3.3	3.4	Wrestling

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Some games are made to be played with as many as four players at the same time. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
5P-A = FIVE PLAYERS ALTERNATING
PASS = PASSWORD BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NES ACHIEVERS

AL UNSER'S TURBO RACING

Sammy Long ▶	Long Sault, ON ▶	Finished

ATHENA

Michael Penkwitz ▶	West Bend, WI ▶	999,950
John Azbell ▶	Seltzer, PA ▶	999,900

BOMBERMAN

Nancy Hites ▶	Lansing, MI ▶	1,000,000,000
Richard Pratt ▶	Lansing, MI ▶	1,000,000,000

BUGS BUNNY BIRTHDAY BLOWOUT

Albert Genaro De Young ▶	Little Falls, NJ ▶	Finished
Paul Krieger ▶	Mount Prospect, IL ▶	Finished
Katy Tam, Tony Chang & Cary Wong ▶	Athens, GA ▶	Finished

CAPTAIN SKYHAWK

Christopher Clark ▶	Pinckney, MI ▶	236,607

CASTLEVANIA III: DRACULA'S CURSE

Spencer Pennington ▶	Seattle, WA ▶	Finished

CRYSTALIS

Bill Conklin ▶	Buchanan, NY ▶	Finished
Craig Bruney ▶	Martins Ferry, OH ▶	Finished
James Murphy ▶	Cooper City, FL ▶	Finished
Greg Gillelard ▶	Shreveport, LA ▶	Finished
Gloria Johnson ▶	Crafton, ND ▶	Finished
Rick Saffy ▶	Greenville, SC ▶	Finished
Tom Anderson ▶	Atascadero, CA ▶	Finished
David Bolduc ▶	Lac-Etchemin, PQ ▶	Finished
Scott Blair ▶	Rutland, IL ▶	Finished
Denzil & Lori Anderson, & Don Hunter ▶	Rowlett, TX ▶	Finished

DESTINY OF AN EMPEROR

Melba Frank ▶	Omaha, NE ▶	Finished

DICK TRACY

Matt DeSantis ▶	Walkersville, MD ▶	Finished
Gerald Montgomery ▶	Fair Oaks, CA ▶	Finished

DRAGON WARRIOR II

Antonio Gonzalez ▶	San Ysidro, CA ▶	Finished

DUNGEON MAGIC

Marc & Eric Valenzuela ▶	Fort Worth, TX ▶	Finished

DYNOWARZ

Travis Coppock ▶	Bay City, TX ▶	Finished
Nick Sinnokrak ▶	Homewood, IL ▶	Finished

DOUBLE DRAGON II

Xiao Tian ▶	Boston, MA ▶	953,070

DISNEY'S DUCK TALES

Jordan Diacur ▶	St. Catharines, ON ▶	16,080,009
Albert Chu ▶	Saint Louis, MO ▶	12,285,000
Andre Monette ▶	Ottawa, ON ▶	12,032,000
Mimi Gardner ▶	Topeka, KS ▶	11,201,000
Mike Kloss ▶	Allentown, PA ▶	10,966,000
Jessica Henrick ▶	Portland, OR ▶	9,242,000
Paul Davis Emery ▶	Alexandria, VA ▶	7,955,000

DRAGON SPIRIT

Mike Love ▶	Staunton, VA ▶	2,203,900

FINAL FANTASY

Scott Lee ▶	Owego, NY ▶	Finished
Ryan Gross ▶	Melrose Park, IL ▶	Finished
Greg Breskey ▶	Cicero, IL ▶	Finished
Scott Smith ▶	Sidney, IA ▶	Finished
Kevin Eade ▶	Silver Spring, MD ▶	Finished
Tammy Templer ▶	Medford, OR ▶	Finished
Matt Vigor ▶	Kewanee, IL ▶	Finished
Dave Yankovich ▶	Edinboro, PA ▶	Finished

GOLF (GAME BOY)

Scott Looker ▶	Denmark, WI ▶	−24(48)

IMAGE FIGHT

Andy Preston ▶	LaGrange Park, IL ▶	Finished

KID KOOL

Mark Palmsiano ▶	Rolling Meadows, Il ▶	Finished

THE MAFAT CONSPIRACY

Eddie Perry ▶	Omro, WI ▶	Finished

NARC

Joe Ferner ▶	Saint Louis, MO ▶	1,551,150
Chris Beaver ▶	Louisville, KY ▶	891,345
Kenny House ▶	Louisville, KY ▶	748,821

PINBOT

Neal Kendall ▶	Saint Louis, MO ▶	43,929,500
Wade Dagley ▶	Norfolk, VA ▶	39,228,110
Cherisse Sachs ▶	Willoughby, OH ▶	31,634,660

RESCUE RANGERS

Kenneth Sprague ▶	Cedar Grove, NJ ▶	Finished
Jason Spainhower ▶	Orange, CA ▶	Finished
James Parochetti ▶	La Plata, MD ▶	Finished
Joey Brookman ▶	Wasilla, AK ▶	Finished
Anthony Schell ▶	Bridgeton, MO ▶	Finished
Mike Morrison ▶	Livingston, NJ ▶	Finished

ROLLER GAMES

Glen Pavan ▶	Clifton, NJ ▶	Finished

SNAKE'S REVENGE

Steven Gregg ▶	Lakeland, FL ▶	Finished
Eric Wehger ▶	Schelton, CT ▶	Finished

SUPER MARIO BROS. 3

Trevor Ault ▶	Wolf Point, MT ▶	Finished
Randall Stadstad ▶	Plentywood, MT ▶	Finished
Benjamin Fogelson ▶	Hillsboro, OR ▶	Finished
Darryl and Roland Dyck ▶	Edmonton, AB ▶	Finished
Robert Cohen ▶	Old Bethpage, NY ▶	Finished
Charlie Charlton ▶	Radford, VA ▶	Finished
Daniel Barrett ▶	Riva, MD ▶	Finished
Steven Masterman ▶	Valencia, CA ▶	Finished
Kristen Argenio ▶	Tonawanda, NY ▶	Finished
Jeff Scott & Michael Clinard ▶	Lizella, GA ▶	Finished

SUPER MARIO LAND (GAME BOY)

Tim Morgan ▶	Valley Mills, TX ▶	999,999
Shannon McKay ▶	Aurora, CA ▶	136,170

STREET FIGHTER 2010

Randy Rawe ▶	Modesto, CA ▶	Finished

SWORDS & SERPENTS

Linda Moore ▶	Schofield, WI ▶	Finished
Charles Fengler & Shea McFarland ▶	Atkins, AR ▶	Finished
Brad & Suzy Carey ▶	Anacortes, WA ▶	Finished

TMNT: FALL OF THE FOOT CLAN (GAME BOY)

DJ Russell ▶	San Diego, CA ▶	Finished

TETRIS

Steve Shrader ▶	Staunton, VA ▶	506,000
Steve Tamura ▶	Gardena, CA ▶	465,733
Carol Sato ▶	Rancho Palos Verdes, CA ▶	463,182
John Powers ▶	Holtwood, PA ▶	443,954
Derek Eng ▶	Flushing, NY ▶	429,299
Frederic Busque ▶	Pintendre, PQ ▶	428,694
Peter Wineinger ▶	Milwaukee, WI ▶	426,886
Keppen Fitzhugh ▶	Elgin, IL ▶	425,583
Mike Horton ▶	Portsmouth, OH ▶	416,951
Robert Frederick ▶	Sterling Heights, MI ▶	416,934
Ben Breech ▶	Mechanicsburg, PA ▶	382,293
Paul J. Ronco ▶	Fredericksburg, VA ▶	363,099

TETRIS (GAME BOY)

Perry Chou ▶	Morton Grove, IL ▶	305,635
Sachiyo Tomita ▶	San Francisco, CA ▶	207,423
Aaron Schroeder ▶	Farmington, NM ▶	168,577
James B. Cadenhead ▶	Brooklyn, NY ▶	167,744
Norman Chin ▶	Glen Rock, NJ ▶	155,371
Bonnie Summers ▶	Hinsdale, IL ▶	126,155

TOTAL RECALL

Lance Barton ▶	North Huntingdon, PA ▶	112,430

HOW DO YOUR SCORES RATE?

Every month we print the best NES and Game Boy scores sent in. Are you an NES Achiever? Send your name and address with a photo of your high score—or final screen, for games without scores. If your score is tops, or if you're one of the first to finish a game, you might see your name listed!

To take the photo, turn out the lights and use a 35mm camera without a flash. Hold the camera steady and send us your best shot.

Princess Tomato in the Salad Kingdom

With a garden fresh story line and totally organic cast of characters, this adventure is made to order for players who are better at using brainpower than dazzling dexterity! Clever clues are ripe for the picking, and when you engage the enemy, a quick wit beats fast reflexes. You've never seen fighting like this! Just remember: Stones break scissors, scissors cut paper, and paper covers stones.

Check the menu for options then select a destination.	MOVE
Take a close look. Don't miss any important details!	LOOK
C'mon, Boss, you should check for hidden objects.	CHECK
You'll meet some cool cucumbers—make them Talk!	TALK
Things you see might be valuable later. Pick them up!	TAKE
Items are helpful if you Use them at the right time.	USE
Give to others. You might get goods or info in return.	GIVE

BUY	Shop wisely in stores. Money doesn't grow on trees!
HIT	Hitting can uncover hidden objects or information.
FIGHT	If you're not well armed, put your fingers up!
PRAISE	Pry prime info from vain vegetables with sweet talk.
DUMP	A cucumber can carry only so much. Drop extra baggage.
ITEM	Check items to see what you have—and what Percy drops.
PERCY	Percy's clever. He can sometimes solve your problems.

YOU CALL THE SHOTS

As you Move from scene to scene, Look carefully, then Check what you see. You never know what might come in handy, so Take whatever you can carry. It's good to have things to Give to the people you meet—they'll usually give you something in return.

LISTEN TO PERCY

Sometimes he's just a crybaby, but other times he's a pretty sharp Persimmon.

NO SHORTCUTS!

Investigate areas thoroughly. If you miss something important, you'll hit a dead end down the road.

DUELING DIGITS

Flex those fingers when it's time to fight! Watch closely to find the pattern.

MAP THE MAZES

The mazes are mind-boggling! Find the compass, then map your way along and see what you find.

TM and © 1990 Hudson Soft

WHERE IS PRINCESS TOMATO?

The Salad Kingdom is in a pickle. Mean Minister Pumpkin plucked Princess Tomato and split for the Zucchini Mountains. Her grief stricken father, King Broccoli, wilted away but not before begging courageous Sir Cucumber to rescue her. He's one valiant vegetable, and he is accompanied by a plucky Persimmon who helps him dig up clues and get to the root of the problem. Clever enemies try to make Sir Cuke lose his cool. Fast-fingered Farmies bent on harvesting are only the first! Who can they trust? Mr. Pear? Mr. Corn? Radish Ron? Some you meet admire Minister Pumpkin; others would like to see him made into pie. From Spinach Heights to Saladoria to the Minister's Castle, they're brave and wise. But when the fingers are flying, can they squash Pumpkin and save the Princess?

LEVEL 1
THE SALAD KINGDOM

Take the flower and head for the Zucchini Mountains. Soon you'll reach the Celery Forest. What's that?! Is someone stalking you? No, it's just a parched Persimmon. He's so thirsty! The closest water? Check the signpost ahead at Spinach Heights.

The poor Persimmon is so thirsty! He'd love a drink from the cool lake on the right.

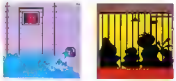
LEVEL 2
SALADORIA

Talk to the Garlic Wanderer in Orange Park then go to town. Main Street shops and shopkeepers are strictly vegetarian! Exchange gold for Saladorian coin and shop 'til you drop. Talk to everyone! Return to the Park and meet someone new.

Mr. Pear, on the left, wheels and deals. Main Street, right, is lined with vegie stores.

LEVEL 3
POLICE STATION

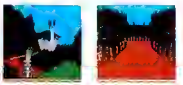
Sgt. Pepper has a red-hot temper, a torture chamber, and no patience for the Resistance. It's not hopeless, though. Check the cells for a familiar face, then see what's collecting dust in storage. Pepper hasn't seen the last of you yet!



When Pepper's steamed, you're likely to get soaked. Who's in the cell?

LEVEL 4
THE PARSLEY FOREST

Tips from a sun-shy mole lead to the Parsley Forest. It's a maze—you'll need a map and a compass. The compass is near the entrance, the map you'll have to make.



Mr. Leek, left, guards the forest. Enter, then pick up the compass.

LEVEL 5
RESISTANCE BASE

If you prove that you beat Saladron, the Troops call Lisa. The General's head still aches, so it's a good thing that you brought Aspirin! The Troops are vets—get advice!

Finally! Resistance Base! Lisa's here, but she's not happy.

LEVEL 6
CARROT PLATEAU

Check the area then Move to Peanut Village. Unhappy parents will reward you when you find Nutty.

GAME PAK • DATA BOX

Princess Tomato in the Salad Kingdom

MFG HUDSON SOFT

MEMORY	1M X 1M MMC1
Graphics & Sound	3.5
Play Control	3.4
Challenge & Excitement	3.4
Theme & Fun	4.1

NINTENDO POW

It's time for The Nesters!

Welcome to the 3rd Annual presentation of the nominees for the 1990 Nintendo Power Awards (also known as "The Nesters")! We had a tough time narrowing the field–1990 was truly a banner year for NES (and Game Boy) titles. For that reason, we have expanded the number of nominees. So without further ado, here are your choices!

May the best games win!

ER AWARDS '90

And The Nominees Are:

For Graphics and Sound:

Dynamite explosions, gigantic characters, outrageous colors and a catchy theme song—these are just a few of the things that make for great graphics and sound in a game. It will be difficult to choose a single winner in this category!

A Batman
B Castlevania III: Dracula's Curse
C Gremlins 2: The New Batch
D Mega Man III
E Super C
F Super Mario Bros. 3
G Solstice

Dragon Warrior II A
Kickle Cubicle B
Maniac Mansion C
Mega Man III D
Ninja Gaiden II E
Rescue Rangers F
Super Mario Bros. 3 G

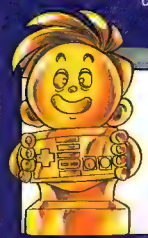
For Theme and Fun:

This is a difficult category for a game to score well in, because it's tough to say what makes a game fun. Wacky settings, kooky characters and interesting plots are things that add to a game's theme. Games that score a high mark here make these elements unusual and different, but appealing and well integrated into game play.

For Challenge:

A challenging game should test the skills of even the best player, but not be impossible for players of lesser ability. A good challenge level makes the difference between merely feeling relief at finishing a nearly impossible game or feeling satisfaction at completing a rewarding test of skill.

A Battle Of Olympus
B Castlevania III
C Crystalis
D Mission: Impossible
E Snake's Revenge
F Solar Jetman
G Solstice



Batman A
Little Nemo B
Mega Man III C
Ninja Gaiden II D
Super C E
Super Mario Bros. 3 F
Solar Jetman G

For Play Control:

A game can score well in all other categories and fall flat from poor play control. Even if the main character has lots of cool moves, if it's not easy to make him perform, the game loses its appeal. Games with good play control are easy to get into and add to the challenge in other ways.

More Nominees!

For Best Hero:

Video Game heros come in all shapes and sizes. Good heroes have cool moves, super powers and lots of character. Great heroes not only help to make a game great; some even get their own breakfast cereal.

A Biobert "The Blob" (A Boy And His Blob)
B Chip 'N Dale (Rescue Rangers)
C Gizmo (Gremlins 2: The New Batch)
D Kickle (Kickle Cubicle)
E Little Nemo (Little Nemo The Dream Master)
F Lolo (Adventures Of Lolo 2)
G Mario (Super Mario Bros. 3)
H Mega Man (Mega Man III)
I Ryu Hayabusa (Ninja Gaiden II)
J Donatello (TMNT: The Arcade Game)

For Best Bad Guy:

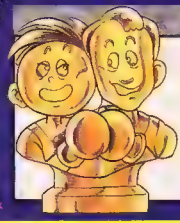
The nominees for Best Bad Guy:
A Ashtar (Ninja Gaiden II)
B Bowser's Koopalings (Super Mario Bros. 3)
C Chaos (Final Fantasy)
D Dr. Fred and Nurse Edna (Maniac Mansion)
E Dr. Wily (Mega Man III)
F Dracula (Castlevania III: Dracula's Curse)
G Gremlins (Gremlins 2: The New Batch)
H Joker (Batman)
I Metal Slime (Dragon Warrior II)
J Shredder (TMNT II: The Arcade Game)

Villains too come in many forms. Some you love to hate, and some you just dislike intensely, but the great villains keep you coming back for more.

For Most Innovative:

Innovation is a constant occurrence with NES games and accessories. Here are a few items that we think deserve special mention as real "light bulb" ideas.

A A Boy And His Blob
B Big Bird's Hide And Speak
C Maniac Mansion
D Miracle Keyboard Teaching System
E Shadowgate
F Solar Jetman
G Super Glove Ball (Power Glove)



For Best Multi-Player Simultaneous

A Dr. Mario
B Gauntlet II
C Little League Baseball
D NES Play Action Football
E Spot: The Video Game
F Super Spike V'Ball
G TMNT II: The Arcade Game

Playing the NES with a friend doubles, or even quadruples the fun. Whether you're using teamwork to beat your buddies on the football field, or trying to trash the other guy in Dr. Mario, these games offer the extra challenge of going at it with a human opponent.

There are your choices, now cast your vote! Use the Player's Poll Card. We'll draw 25 cards from all the entries, and those lucky winners will get the chance to pick 10 hot Game Paks from a list of 20 games selected by Howard Phillips the Game Master.

Make your voice heard! **VOTE!**

NINTENDO POWER AWARDS '90

Best Overall:

NES

The best overall NES game should score high in all areas, combining all the aspects of a good video game into an entertaining gaming experience. Sorry, you can only vote for one, so choose carefully. The nominees for Best NES Game of 1990 are:

- **A** Batman
- **B** Castlevania III: Dracula's Curse
- **C** Final Fantasy
- **D** Maniac Mansion
- **E** Mega Man III
- **F** NES Play Action Football
- **G** Ninja Gaiden II
- **H** Super C
- **I** Super Mario Bros. 3
- **J** TMNT II: The Arcade Game

Game Boy

Pick the penultimate program for your pocketful of power, Game Boy! Since Best Game Boy game wasn't a category in the 1989 Nester Awards, we've allowed some of the best games of that year to be eligible for this year's vote.

- **A** Castlevania The Adventure
- **B** Dr. Mario
- **C** Final Fantasy Legend
- **D** Gargoyle's Quest
- **E** Golf
- **F** Play Action Football
- **G** Qix
- **H** Quarth
- **I** Super Mario Land
- **J** TMNT: Fall of the Foot Clan

OFFICIAL CONTEST RULES
(No Purchase Necessary)

To enter, just fill out the Player's Poll response card and vote for the Nester Awards, or print your name, address and telephone number on a plain, 3X5 piece of paper. Mail your entry to:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

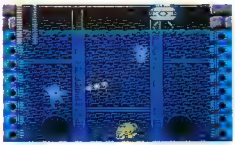
One entry per person, please. All entries must be postmarked no later than April 1, 1991. Not responsible for lost, stolen, or misdirected mail. On or about April 15, 1991, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after April 30, 1991 by sending a self-addressed stamped envelope to the address listed above

GRAND PRIZE SELECTION OF GAMES: The 25 Grand Prize Winners will each be awarded 10 NES games from a list of games compiled by Howard Phillips. Actual selection of games is subject to availability. Nintendo also reserves the right to make the final selection of games to be awarded. Some restrictions apply. Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families. This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

COUNSELORS' CORNER!

MEGA MAN III — HOW DO I DEFEAT THE TURTLE MACHINE IN THE FIRST PART OF DR. WILY'S CASTLE?

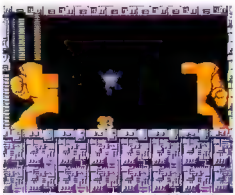
Once you know what to aim for, defeating this first big robot in Dr. Wily's new Castle will be simple. While you can jump or ride a whirlpool to the top of the tank and reach the Machine, none of your weapons will so much as dent its outer casing. Ignore the Turtle Machine itself and concentrate on the Turtles that it produces. Stay on one side of the Tank and fire the Arm Cannon or Needle Cannon. Both weapons are effective against the speed of the Turtles in their own element. After the Turtles swim around the Tank for a while, they'll crawl from their shells and swim even faster. Blast seven Turtles to beat the Machine.



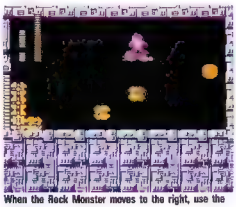
You can't hurt the Turtle Machine by firing directly at it, but can by aiming for the Turtles.

MEGA MAN III — HOW DO I DEFEAT THE ROCK MONSTER IN THE SECOND PART OF DR. WILY'S CASTLE?

Dr. Wily has rebuilt the incredible Rock Monster from the original Mega Man game, and now it's ready to stomp all over our hero one more time. The only time that the Rock Monster is vulnerable to your weapons is when it is fully formed, and the only place that you can hit it is in the eye. When the Rock Monster moves from the right side of the room to the left side, it will break apart, piece by piece, and send the sections cannonballing across the room. Jump to avoid the pieces that might hit Mega Man and get ready to fire the Hard Knuckle when the Rock Monster is completely reformed. When the Rock Monster moves from the left side of the room to the right side, the pieces will bounce across the floor in a steady stream. If you have Rush Jet power, float over this mess and drop when it's time to use the Hard Knuckle again. Seven hits to the eye of the Rock Monster with the Hard Knuckle will take it down.



When the Rock Monster moves to the left, jump to avoid the pieces.

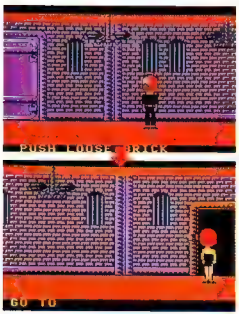


When the Rock Monster moves to the right, use the Rush Jet to avoid the mess.

Hit the fully formed Rock Monster in the eye with the Hard Knuckle.

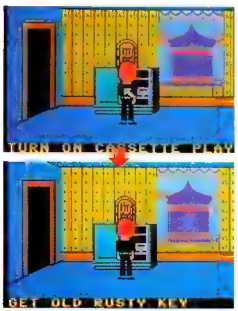
MANIAC MANSION — HOW DO I GET OUT OF THE DUNGEON?

It's inevitable that members of the family will catch up to your friends and throw them in the Dungeon. There are two ways to let them out so that they can explore the rest of the house. If you don't mind leaving one Kid in the Dungeon, he or she can let the others out of the Dungeon by way of the Loose Brick. Have one Kid push the Loose Brick in the middle of the wall and quickly switch to the other Kid, waiting by the exit. The door will open just long enough for that Kid to exit. The other way to open that door is with the Rusty Key which is in the Chandelier in the Living Room. The only way to collect the Rusty Key is to make the Chandelier crash to the floor. Get the Cassette Tape from behind the Loose Panel in the Library and the Record from the Tentacle's Room. Then play the Record on the Phonograph in the Music Room and record the sound onto the Cassette Tape. Take the Cassette Tape down to the Living Room and play it on the Tape Recorder in the Cabinet. The screech of the recording will cause the Chandelier to shake and fall to the floor. Pick up the Rusty Key from the floor and use it whenever you or your friends get locked in the Dungeon.



Use one Kid to push the Loose Brick in the wall and have the other Kid step out of the Dungeon while the door is open.

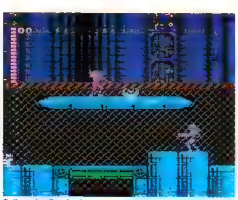
Record the sound of the Tentacle's Record onto the Cassette Tape.



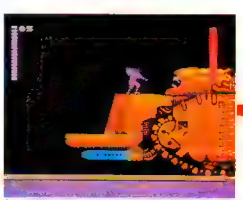
Play the Cassette Tape in the Living Room and watch the Chandelier fall to the floor. The Rusty Key will be in the rubble.

SHADOW OF THE NINJA — HOW DO I DEFEAT THE TANK IN STAGE 2-3?

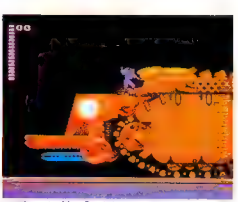
The best way to beat this armored atrocity is with the Bombs that can be found in Stage 2-2. Leap to the platform, pictured below in Stage 2-2 and collect the bombs. Then run to the end of the Stage and avoid conflict so that you won't waste Bombs. When you get to Stage 2-3, you'll see that the weak spot of the Tank is at the front of the top section. Jump up to the top, try to avoid shots from the Tank Guns and aim for the weak spot. Three Bombs is all you'll need to put it away. If you don't have the Bombs, you can defeat the Tank with a weaker weapon. The extra time that it takes, though, will give the Tank a chance to retaliate. Work quickly and jump when the Tank fires.



Collect the Bombs here and run to the end of Stage 2-2.

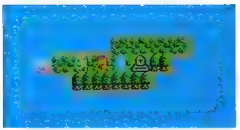


Jump up to the top of the Tank immediately and hit it in the weak spot with a Bomb barrage.

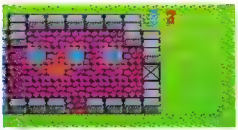


DRAGON WARRIOR II — WHERE IS THE SUN CREST?

On an island east of Wellgarth, you'll find the Fire Monolith that acts as a portal to three other monoliths in the kingdom. On the grounds of the Fire Monolith, near the upper-right corner, use the Search command and you will uncover the Sun Crest.



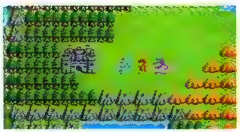
The Fire Monolith is east of Wellgarth.



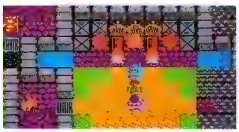
Use the Search command here to find the Sun Crest.

DRAGON WARRIOR II — WHERE IS THE MOON CREST?

The King of Osterfair Castle has the Moon Crest, and he'll give it to you only if you honor his request. Talk to him and he will offer the Moon Crest to you if you can defeat a creature of the kingdom. The King will call on a huge cat. Beat it and the Moon Crest will be yours.



Osterfair Castle is on an island south of Midenhall Castle.



Talk to the King and accept his challenge to earn the Moon Crest.

DRAGON WARRIOR II — WHERE IS THE GOLDEN KEY?

The valuable Golden Key is hidden in the town of Zahan. Talk to a dog in the town and follow it to an area near the town's edge. Search there and you'll find the Key. You can use the Key on wooden doors in Midenhall Castle, Hamlin, Tuhn and several other places.

Talk to the dog in Zahan.

Search here to find the Golden Key.

GAME PLAY COUNSELOR PROFILES

Eli Wolff

Became GPC: October, 1989
Hobbies: Playing video games, drawing, listening to rap music
Best Accomplishment: Finished Ironsword
Favorite Game: Solar Jetman

Sam Kujath

Became GPC: August, 1989
Hobbies: Playing football and video games, bowling
Best Accomplishment: Finished Little Nemo: The Dream Master in 3 1/2 hours
Favorite Game: Final Fantasy

Brian Onstine

Became GPC: January, 1989
Hobbies: Writing, reading, playing computer games, snow skiing
Best Accomplishment: Finished Athena in two lives
Favorite Game: Crystalis

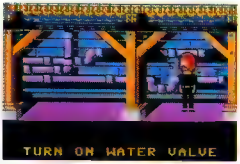
Joaquin Govus

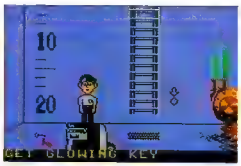
Became GPC: September, 1989
Hobbies: Paintballing, practicing karate, playing video games, volleyball and football
Best Accomplishment: Finished Ninja Gaiden and Ninja Gaiden II in 2 hours
Favorite Game: Destiny of the Emperor

MANIAC MANSION

HOW DO I OPEN THE OUTER SECURITY DOOR?

The way to Dr. Fred's Lab is blocked with a double Security Door. You'll need the Glowing Key in order to unlock the Padlocks on the Outer part of the Door. Have one of the Kids workout on the Hunk-O-Matic in Ted's Room and rip the Bushes and Grate from the side of the House, just left of the Front Steps. The hole will lead to a passage under the House. Get the Kid to crawl into the passage and find the Water Faucet. Then get another Kid to walk to the Swimming Pool. Switch to the Kid under the House and turn off the water. This will drain the Pool and expose the Cooling System for the Reactor. Switch to the Kid by the Pool and retrieve the Glowing Key from the bottom. Then have the Kid under the House turn the water back on before the Reactor blows!





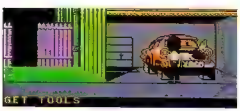
Have one Kid turn on the water under the House while another Kid gets the Glowing Key from the bottom of the Pool.

Open the Outer Security Door with the Glowing Key.

MANIAC MANSION

HOW DO I OPEN THE INNER SECURITY DOOR?

After you've opened the Outer Security Door in the Dungeon, you'll find an Inner Security Door with a combination lock. The combination is programmed into the Meteor Mess Video Game in the Arcade Room. Before you can turn the Game on to find the combination, you'll have to fix the power to the Arcade Room. Have Bernard take the Tools from the Trunk of the Car in the Garage to the Den. Then use the Paint Remover on the right wall. You'll uncover the door to a room with cracked walls and bad Wiring. Get another Kid to turn the power off from the Circuit Breaker Box in the Basement, and have Bernard use the Tools to fix the Wiring in the room with cracked walls. Then turn the power back on. The games in the Arcade Room will be in working order. Use the Quarter from the Envelope that was locked in Nurse Edna's Safe to play the Meteor Mess Game. Then wait for Dr. Fred to play the Game. After Meteor Mess has been played twice, take a look at the high score. That is the combination to the Inner Security Door.

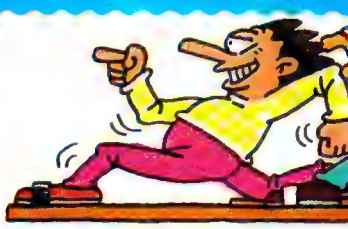


Open the Trunk of the Car in the Garage with the Yellow Key from the Tentacle's Room and take the Tools.

Have Bernard use the Tools to fix the Wiring in the Attic near the Den.

Once the power is restored, Play Meteor Mess. Check the high score for the combination after the second play.

I'm waiting for your letters.
NINTENDO POWER
Attn Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.



Volume 22 March 1991

TOP·30

The Players, Pros and Dealers combine to select these top titles. Mario is still riding high and loving every minute of it. Mega Man, another mega-popular character, holds three positions in the Top 30—two of them in the Top 5!

Use this color-coded key to check on your favorite games.

Titles new to the Top 30. They're the ones to watch!

Games that are moving up. They've jumped several places in the poll.

Favorites with long-lasting appeal that place month after month.

MONTHS — Number of months the game has rated in the Top 30.

1 — 12,249 POINTS — 13 MONTHS

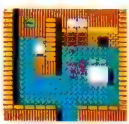
SUPER MARIO BROS.3

Crushing koopas and stomping goombas, Mario keeps players in the thick of the action.

2 — 6,691 POINTS — 7 MONTHS

FINAL FANTASY

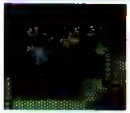
The legend lives on! It's holding fast to Second Place and continuing to fascinate players.



3 — 4,429 POINTS — 3 MONTHS

CRYSTALIS

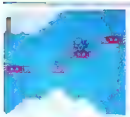
Rated high by the Pros for its adventure and challenge, Crystalis again ranks Third.



4 — 4,053 POINTS — 2 MONTHS

MEGA MAN III

With Rush at his heels and Wily in his sights, Mega Man has another hit with his hands.



5 — 4,008 POINTS — 19 MONTHS

MEGA MAN II

You're not seeing double! Mega Man grabs another Top 5 spot with his second adventure.

6 — 3,995 POINTS — 2 MONTHS

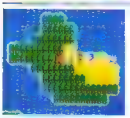
DR. MARIO

It's as contagious as the flu, but a lot more fun. The Dr. Mario-epidemic is spreading!

7 — 3,782 POINTS — 31 MONTHS

THE LEGEND OF ZELDA

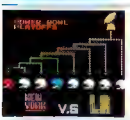
The long-lasting appeal of Link's adventure in Hyrule keeps it in the Top 30 another month.



8 — 3,467 POINTS — 3 MONTHS

DRAGON WARRIOR II

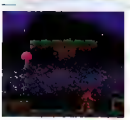
Rated high by both Players and Pros, Dragon Warrior II promises to provide a challenge.



9 — 3,466 POINTS — 3 MONTHS

NES PLAY ACTION FOOTBALL

Move over, coach! Players like planning their own strategies and calling their own plays.



10 — 3,308 POINTS — 3 MONTHS

CASTLEVANIA III — DRACULA'S CURSE

Dynamic Trevor Belmont breaks into the Top 10 in the third game of the Castlevania series.

11 — 3,174 POINTS — **TMNT II: THE ARCADE GAME**

12 — 2,890 POINTS — **TETRIS**

13 — 2,454 POINTS — **DESTINY OF AN EMPEROR**

14 — 2,394 POINTS — **TEENAGE MUTANT NINJA TURTLES**

15 — 2,089 POINTS — **SUPER MARIO BROS. 2**

16 — 1,985 POINTS — **TECMO BOWL**

17 — 1,984 POINTS — **MANIAC MANSION**

18 — 1,692 POINTS — **ZELDA II—THE ADVENTURE OF LINK**

19 — 1,552 POINTS — **WHEEL OF FORTUNE FAMILY EDITION**

20 — 1,447 POINTS — **PUNCH-OUT!!**

21 — 1,383 POINTS — **METROID**

22 — 1,338 POINTS — **BATTLE OF OLYMPUS**

23 — 1,268 POINTS — **RAD RACER**

24 — 1,177 POINTS — **MEGA MAN**

25 — 1,163 POINTS — **SHADOWGATE**

26 — 1,139 POINTS — **WRESTLEMANIA**

27 — 1,088 POINTS — **RESCUE RANGERS**

28 — 1,043 POINTS — **BASES LOADED II**

29 — 1,036 POINTS — **SOLSTICE**

30 — 976 POINTS — **SUPER OFF ROAD**

Players' Picks

	GAME	PTS
1	Super Mario Bros. 3	5,545
2	TMNT II: The Arcade Game	3,174
3	Mega Man II	2,467
4	Final Fantasy	2,459
5	Mega Man III	2,397
6	Tecmo Bowl	1,379
7	Ninja Gaiden II	1,352
8	Castlevania III—Dracula's Curse	1,242
9	Zelda II—The Adventure of Link	1,013
10	Teenage Mutant Ninja Turtles	999
11	Tetris	906
12	The Legend of Zelda	891
13	Double Dragon II	888
14	Super Mario Bros. 2	855
15	Dragon Warrior	854
16	NES Play Action Football	853
17	Ninja Gaiden	793
18	Baseball Stars	766
19	Bart Simpson vs. Space Mutants	762
20	Super C	717
21	Castlevania II—Simon's Quest	630
22	Batman	564
23	Dragon Warrior II	557
24	Rescue Rangers	547
25	Bases Loaded II	537
26	Shadowgate	530
27	Dr. Mario	503
28	Disney's Duck Tales	502
29	Mega Man	464
30	Maniac Mansion	454

Pros' Picks

	GAME	PTS
1	Final Fantasy	4,232
2	Crystalis	4,071
3	Dragon Warrior II	2,910
4	Destiny of an Emperor	2,392
5	Super Mario Bros. 3	1,737
6	Mega Man III	1,656
7	Mega Man II	1,541
8	Maniac Mansion	1,530
9	NES Play Action Football	1,461
10	Castlevania III—Dracula's Curse	1,208
11	The Legend of Zelda	1,070
12	Battle of Olympus	1,024
13	Solstice	978
14	Wizardry	817
15	StarTropics	759
16	Mega Man	713
17	Kickle Cubicle	702
18	Zelda II: The Adventure of Link	679
19	The Adventures of Lolo II	667
20	Nobunaga's Ambition	656
21	Shadowgate	633
22	Metroid	541
23	Ultima	449
24	Dungeon Magic	426
25	Low G Man	368
26	Genghis Khan	322
27	Little Nemo Dream Master	311
28	The Immortal	288
29	Willow	276
30	Street Fighter 2010	265

Dealers' Picks

	GAME	PTS
1	Super Mario Bros. 3	4,967
2	Dr. Mario	3,492
3	Tetris	1,984
4	The Legend of Zelda	1,821
5	Wheel of Fortune Family Edition	1,532
6	Teenage Mutant Ninja Turtles	1,395
7	Rad Racer	1,269
8	Super Mario Bros. 2	1,234
9	NES Play Action Football	1,152
10	Wrestlemania	1,139
11	Punch-Out!!	1,057
12	Jeopardy 25th Anniversary Edition	964
13	Paper Boy	859
14	Castlevania III—Dracula's Curse	858
15	Fester's Quest	709
16	Tecmo Bowl	606
17	Ghostbusters II	568
18	Pinbot	567
19	Blaster Master	544
20	Rescue Rangers	541
21	Skate or Die 2	540
22	Dig Dug 2	535
23	Casino Kid	532
24	Bases Loaded II	525
25	One-on-One: Jordan vs. Bird	509
26	Bubble Bobble	507
27	Super Off Road	493
28	Rad Racer II	466
29	Metroid	453
30	NFL Football	446

SUPER MARIO BROS. 3 STOMPS THE COMPETITION

Players pick their favorite characters in new adventures. The Turtles, Mega Man and Mario clean up this month.

PROS PICK FAVORITES, OLD AND NEW

Trend-setting power players, the pros choose challenging games with lots of depth. RPGs and adventure hold the top spots.

DEALERS TRY TO KEEP FAVORITES WELL STOCKED

Super Mario Bros. 3 is still in big demand, Dr. Mario shoots to second on their lists, and some classics reappear.

Scores of games ranked lower than 30 were included in totals shown in Top 30.

CELEBRITY PROFILE

RAIN PRYOR

As the streetwise "T.J." on ABC's "Head Of The Class," Rain Pryor is smart, tough and cool under pressure. She's the same way when it comes to playing video games.

"My favorite Nintendo games are Tetris, Simon's Quest and Zelda II–The Adventure of Link," she said. "Like my character in 'Head Of The Class,' when you're playing those games you have to be on your toes all the time. You need to keep a level head whether you're battling the guardian of the Sixth Palace in Link or on the set, doing a scene in front of a live audience."

Rain, daughter of Actor/Comedian Richard Pryor, can't recall a time when she didn't want to be an actress. One of her fondest childhood memories is of acting out the musical "Annie" in front of Lily Tomlin. Tomlin and Whoopi Goldberg are two of Rain's favorite stars and she considers them role models for her career.

Rain's work on "Head Of The Class" brings out her funnier side. In T.J. the show's producers have created a character that tells kids "they can like school and still be cool." Rain sees similarities between her character on the show and herself. "Both of us have worked hard to get where we are," Rain explained. "T.J. and I also have the same sense of humor."

Besides acting, Rain also has fun playing video games. She first discovered video games in the arcades where her favorite was Galaga. She was able to save her quarters when she got an NES in 1986.

"Right now, my favorite game is Tetris," exclaimed Rain. "I just got a Game Boy. It's really cool! The game's fun and it's a real mind boggler. At first I didn't know what I was doing, but I've gotten a lot better recently."

"For me the best strategy in Tetris is to line up all the blocks on the sides and leave the middle open," Rain commented. "That way, you have more time to maneuver the blocks as they fall." Believe it or not, Rain finds Tetris relaxing and likes to play each night before she goes to sleep.

Rain and good friend Luigi at last year's PowerFest in Universal Studios.

Rain is currently in the studio recording an album. When it comes to singing, she feels most influenced by jazz great Billie Holiday.

Away from the set and recording studio, Rain likes to go to movies and hang out with her friends. She also spends time working with kids in the "Students Against Drunk Driving" and "Just Say No To Drugs" campaigns. "I really think kids can identify with me and will listen to what I have to say. I don't tell kids to just 'say no,' I tell them why to 'say no.'"

PAK WATCH

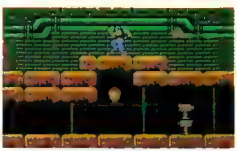
A LOOK INTO THE FUTURE OF NES GAME PAKS!!

This issue's Pak Watch is filled with hot news! We've got all the scoop on the future games for the NES and Game Boy as previewed at the Las Vegas CES. Plus we'll take a look at some potential games for the Super NES. We've also nabbed a few screen shots of games that were only rumors a few months ago.

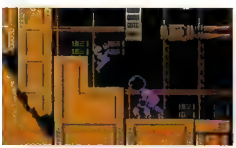
Just Over the Horizon

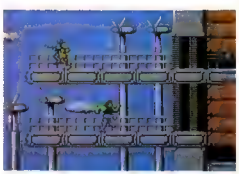
POWER BLADE

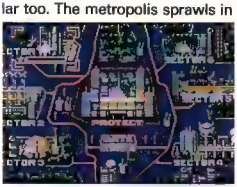
Taito's new NES action thriller, Power Blade, stars a hunkified hero named Nova who must battle his way through a futuristic city armed with only a boomerang. To restore order to society, Nova must locate six agents who possess the keys to fixing the governmental



super computer. As Nova progresses through the mean streets of the city of tomorrow he'll come upon items that will increase his weapon's power. Power Blade is somewhat like Mega Man in the way you can select stages, and many of the action tasks are similar too. The metropolis sprawls in all directions, and the hero's adventure requires running, jumping and climbing. Like other games of the action hero genre, Power Blade has natural-feeling play control and a fun theme. Look for the full story on this one in a coming issue.

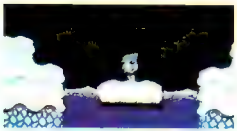






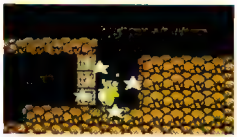
UFOURIA

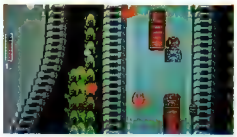
Sunsoft's newest title combines humor, action and brain-teasing puzzles in a wacky adventure setting. The hero, Bop Louie, and three kooky comrades have fallen



out of their world, Ufouria, and into a strange new world full of hostile inhabitants. Bop Louie and

his pals each have weird powers and must use them to return to Ufouria. For example, Bop Louie has the ability to hit himself on the head with a mallet and make his eyes pop out, and one of his buddies is a ghost.

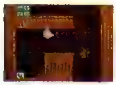


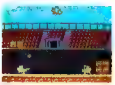


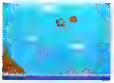
Sunsoft is also working on Super Spyhunter for the NES.

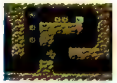
TALESPIN

Baloo the Bear is in the air (and everywhere) as the star of the new Capcom NES title TaleSpin, which is based on the hit Disney cartoon show. From these screen shots, it looks like Baloo will have to do some fancy flying to make it through this aerial adventure!



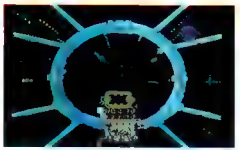




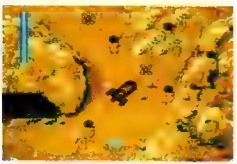


STAR WARS

Our Pak Watchers recently visited the famous Skywalker Ranch to find out more about the JVC/Lucasfilms Games project, Star



Wars. The game stars Luke Skywalker, Han Solo and Princess Leia and allows you to explore locations from Tatooine to the Death Star. You can pilot a Landspeeder, X-Wing Fighter or the Millennium Falcon against Stormtroopers, Sand People, Jawas and bounty hunters (not all at once, of course). Aussie developers Beam are also lending their NES programming expertise to the project. It should be an all-star game!



Winter CONSUMER ELEC

When CES attendees described Nintendo's booth at this winter's CES as intense, they weren't talking about the fact that it was housed in a giant tent. Intense is simply the best way to describe the atmosphere in Nintendo's now traditional CES city. Imagine a 63,000-square foot pavilion full of nothing but the hottest new and future games for the NES and Game Boy, and you'll begin to see why a trip through the Nintendo booth was overwhelming! Howard Phillips, Nintendo's Game Master, is here with a report on what he saw at the Winter CES:

ON WITH THE SHOW!

It sure was difficult to choose a favorite game at the show, but I had a lot of fun looking around. With the technical advances in NES programming, I had to look twice at some of these games to make sure they weren't for the Super FamiCom!

BATTLETOADS ROCK!

One game that I really liked was BattleToads from Tradewest. The BattleToads have unique personalities, which isn't surprising, considering that they're six-foot tall toads! The theme of the game is similar to the Teenage Mutant Ninja Turtles, but the 'Toads have more moves and more fun! The best thing about BattleToads is that it's a two-player game and you can trash the other player every once in a while to keep him on his toes!

THE FORCE IS NES

I had to check out the JVC booth because I heard Darth Vader would be there. Even though it has been a few years since Star Wars came out, he's still popular and lots of people lined up to get their photos taken with him.

When I asked Darth if he would take his helmet off, he asked me how I'd like to take my head off! Fortunately he was only kidding (gulp!). The Star Wars game looked good based on the early version they were showing and really followed the movie's plot. Don't be surprised if other games from the movie trilogy pop up!

NINTENDO STAGE SHOW

All of Nintendo's displays were centered around a giant sound stage where they ran a big multimedia show every hour. The show highlighted all the new Nintendo games and featured live dancers dressed in F-One Race and Star-Tropics costumes. It was fun to watch and the sound was earth shaking, especially when they previewed the Super NES!

THE STARS WERE OUT

Hall Of Fame baseball players Harmon Killebrew, Brooks Robinson and Willie Stargell were signing autographs for Bandai's Legends Of The Diamond. NASCAR driver Bill Elliott was signing at the Konami display. Wild Bill Stealy, head of MicroProse and "Game Master" of PC games, was out flying the F-15 Strike Eagle arcade game. The NES version features new options not found in other flying games.

TRONICS SHOW

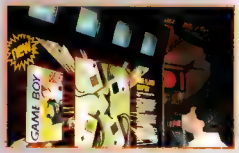
PAVILION B

GAME BOY IS UNIVERSAL!

Nintendo's pocket-sized power house is easily the best selling of all handheld video systems, and it shows no sign of slowing down. I also heard that it's hot not only here in the U.S., but it's Nintendo of Europe's best selling item too.

MULTI-PLAYER MANIA

Several new Game Boy titles use the Game Link to create multi-player variations that truly enhance the game play. F-One Race from Nintendo will include a



special adapter that lets four Game Boys link for hot formula one race action. Face Ball 2000 from Bullet Proof Software lets you play tag in a three-dimensional maze as a spherical happy face. BPS is working on an adapter that will allow up to 16 Game Boys to link together for a Face Ball free-for-all.

Vladimir Pokhilko (Hatris) and Alexey Pajitnov (Tetris) hang out at the BPS booth.

ROLE PLAYING GAME BOY

For gaming on a long trip, Game Boy's RPG's can't be beat, and several were unveiled at the show. Ultima from FCI is a whole new chapter in the saga designed exclusively for Game Boy. Mysterium

from Asmik is an unusual game with an Alchemist hero who must fabricate weird devices to allow him to escape from a labyrinth. A sequel to Final Fantasy Legend is in the works from Square, and The Sword of Hope from Kemco-Seika brings elements of Shadowgate to the small screen.

GENIUS BOY

The InfoGenius line from GameTek brings powerful productivity options to Game Boy. For the traveler, InfoGenius offers a translation cartridge, and for the student or business person, a portable calendar/organizer and a dictionary/thesaurus will also be available. The growing number of adult players will welcome these more "serious" Game Paks as an excuse to start playing Game Boy!

ULTIMATE FUN

Perhaps the biggest celebrity commotion at the CES came when The Ultimate Warrior appeared at Acclaim's booth. The current world champion was there to promote the WWF Wrestlemania challenge for NES and Game Boy. I thought about challenging him, but just shook hands instead.

BEHIND CLOSED DOORS: THE SUPER FAMICOM

Although Nintendo announced that the Super NES will be released here in the fall, there were none available to play at the show. But there were a couple of top secret looking demo rooms where you could get a preview of the three Nintendo titles. Full details on the U.S. 16-bit Nintendo system will be revealed at the June CES in Chicago. Until then, watch these pages for the latest updates!

SUPER ~~Famicom~~ NES® SHOWCASE

After the announcement at CES of the impending release of a 16-bit Nintendo system in the U.S., everyone is wondering what games to look forward to. It appears that the Super NES will be fully supported by almost every existing NES licensee, plus a few new ones. In all, over 40 companies have already signed licensing agreements. The system's much-anticipated U.S. launch should go off with a bang!

We still haven't been able to get a look at a prototype of the American Super FamiCom, but we hope to show you what it looks like soon!!

ON THE HORIZON...

You already know about the three Nintendo titles that are out in Japan and will probably (no promises) be released in the U.S. at the same time as the system: Super Mario World, F-Zero and Pilotwings. Here's a look at a few titles that have already debuted in Japan and may make it to the U.S. soon.

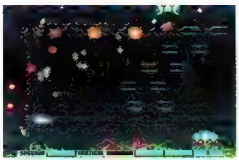
ACTRAISER

Actraiser from Enix is an interesting strategy/action game with a fantasy theme. As a supremely powerful being and ruler of a growing kingdom, you must venture forth and defeat menaces to your civilization. This will keep your people prospering and will

give you more personal power (a la Populous). The battle scenes are side-scrolling sequences with huge characters and the play control is good for a game with a wide variety of possible actions. The strategic element makes it more than just a hack and slash contest.

Other titles on the way in Japan include: Drakkhen from Kemco, Dragon Quest V from Enix, Big Run from Jaleco and Hole in One from Hal. We're not sure which, if any of these Japanese hits will make it over for the U.S. Super NES, but we're keeping our fingers crossed!

GRADIUS III



Gradius III from Konami carries on the deep space shoot-em-up tradition of Gradius and LifeForce, but with awesome 16-bit graphics! The creatures are gigantic and the backgrounds throb with life.

ULTRAMAN

Ultraman from Bandai follows the adventures of Japan's campy equivalent of the 1960's Batman. Ultraman seems to be gaining popularity in Japan, and this super game from Bandai captures the earth-shaking action as he fights gigantic space monsters.

BOMBUZAL

Bombuzal from Kemco stars a hero that looks like a blue Mr. Potato Head in a puzzle-style action contest. He has to bomb his way through various mazes.

STREET FIGHTER

Street Fighter from Capcom is similar to the martial arts arcade game and has the same variety of moves and big characters.

GOSSIP GALORE

PAK WATCH

NES PLANNER

As you can see from our CES report, there are tons of titles in the works for all the Nintendo systems. We'll wrap up this issue's Pak Watch with a few odds, ends and updates:

Role-Playing Games Keep On Rolling

Nexoft is one company that is concentrating on RPGs for the NES. After the release of Faria, their next project may be a NES conversion of the PC game Might & Magic, and a NES version of a U.K. title, Daemon's Quest. And for you dyed-in-the-wool RPG fans, Wizardry 2 is also in the works for the NES. Square is planning Final Fantasy II for the Super NES with a scheduled release date sometime this fall.

Adventures Of Lolo III

We managed to round up a few screen shots of Lolo and Lala's next adventure. Even newcomers to the perplexing world of Lolo will be able to get into the game easily, because Lolo's Grampa provides tutorial help to get you started.

RoboCop 2

Data East has high hopes for RoboCop 2. The RoboCop character is bigger, and can jump. Your mission is to bust all the criminals and destroy all the "Nuke" Drug.

A Varied line-up from Hi-Tech

Hi-Tech has several new games in the works. Tom & Jerry is an action-oriented game based on the cat and mouse capers of the famous 'toons. Twin Peaks, which is based on the bizarre T.V. show, will be role playing in style, with the player trying to solve the mysteries of Twin Peaks as one of the many strange characters of the show. The plot is based on the second season, with multiple endings possible depending on which character is played.

Castelian

Here's a screen shot from Triffix's challenging castle-climbing puzzler, Castelian. It's difficult to get a feel for the game's three-dimensional look without seeing it in action, but these photos should help.

COMING SOON

- Bart Simpson vs. the Space Mutants
- BattleToads
- Beetlejuice
- Bill & Ted's Excellent Video Game Adventure
- California Raisins
- Coco Run
- Double Dragon III
- Drac's Night Out
- Dragon Fighter
- Faria
- Flight Of The Intruder
- Ikari Warriors III: The Rescue
- Metal Mech
- Mike Ditka's Big Play Football
- Mini-Putt
- Monopoly
- Power Blade
- The Uninvited
- The Adventures Of Robin Hood

COMING LATER

- Barbie
- Castelian
- Daemon Wars
- Earth Bound
- Final Fantasy II
- Might & Magic
- RoboCop 2
- SimCity
- Star Wars
- The Jetsons
- The Count's Counting Game
- The Flintstones
- Tom & Jerry
- Twin Peaks
- Ufouria
- Wizardry 2

StarTropics II

Nintendo is already planning a sequel to the recently released adventure StarTropics. Instead of hopping from island to island, Mike will be skipping from era to era with a magic book called the Oxford Wonder World. As he jumps through history, Mike will meet many infamous figures.

NINTENDO POWER™ Bulletin Board

BACK ISSUES

Nintendo Power's most recent issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 7 (July/Aug. '89): Mega Man II, Dragon Warrior, Faxanadu, Strider.
Volume 8 (Sept./Oct. '89): Disney's DuckTales, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit.
Volume 9 (Nov./Dec. '89): Tetris, RoboCop, Willow, IronSword, Super Off Road, NES Play Action Football.
Volume 10 (Jan./Feb. '90): Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.
Volume 11 (March/Apr. '90): Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy and his Blob, Astyanax.
Volume 12 (May/June '90): Final Fantasy, Super C, Dynowarz, Code Name Viper, Burai Fighter.

Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, NES Play Action Football, Snake Rattle N Roll, Kickle Cubicle, Mission: Impossible.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo: Dream Master, Solar Jetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.

To order your back issues, use the form at the front of this issue.

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How to Win at Super Mario Bros.

Classic Issues Set

For a limited time we're offering our first six issues as a set. You'll find the following reviews in these classic issues:

–In-depth reviews of Super Mario Bros. 2, Ninja Gaiden, Castlevania II–Simon's Quest, Zelda II–The Adventure of Link, and Teenage Mutant Ninja Turtles.
–Amazing tips in Counselor's Corner
–Secret strategies in Classified Information

SERVICE AND PARTS

The Power of Nintendo begins with great products, and great system maintenance and repair keep the excitement alive.

Nintendo now has authorized service centers in all 50 states! To find out which location is nearest you, call Nintendo's World Class Service Hotline at 1-800-255-3700. Service Representatives can often put you back in game play immediately by troubleshooting the problem over the phone. If you do need service, they'll direct you to the World Class Service Center in your area. When you take your NES or Game Boy to a World Class Service Center, you'll get fast, professional results and quality replacement components.

This month's service tip from the pros: Keep the chamber cover closed unless you're inserting or removing a Game Pak. This prevents dust and debris from getting inside your Control Deck.

Nintendo WORLD CLASS SERVICE™

PLAYER'S POLL CONTEST WINNERS FROM NOV/DEC 1990

GRAND PRIZE WINNER: TRIP FOR 4 TO SUPER BOWL XXV

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DON'T MISS REVIEWS ON THESE GREAT GAMES NEXT MONTH:

SWORD MASTER

A medieval adventure with a double-scrolling background and outstanding sound effects, it puts you in the midst of the battle, wielding your sword.

POWER BLADE

Set off on a futuristic, cinemagraphic adventure that's a little bit Terminator, a little bit Operation C—but still totally new. A supersonic boomerang adds another dimension to combat!

MONOPOLY

America's most popular board game comes to the NES! Play against computer opponents or, for hot competition, up to seven of your friends. There's no free parking or stealing from the bank in this version!

SWORD OF HOPE

In the spirit of Shadowgate, Kemco-Seika introduces an epic role-playing adventure for Game Boy.

Dear Readers,

It's time to vote for your favorites in this month's Nester Awards. Check out the nominees, mark your choices on the Player's Poll postcard, then mail it in. We've added some new categories that are sure to spark tough competition, and, as always, your Player's Poll entry makes you eligible to win big prizes! This month's grand prize is a library of Game Paks. The winner will choose from among my personal favorites, so the titles will be the latest and the hottest. Watch for the list of winners in the May issue and remember, you have to enter to win! While we're on the subject of hot games, I have to mention Battle Toads. They're new, they're nervy, and they're coming to the NES! You've never seen anything like these awesome amphibians. The game is being developed by RARE Ltd., so you can expect great graphics and exciting action! Look for more details next month. Because I get so excited about new games like BattleToads, some people have the impression that I'm obsessed with video games. Just in case you thought that I never did anything but eat, sleep, and play games, I'm including a picture from my recent vacation at a guest ranch near Sante Fe. My trusty steed, Ajax, refused to carry me, my NES and a power generator on the trail, so I had to settle for punching dogies and hanging on for dear life. Will I be giving up my position as Game Master to become a full time cowboy? No way! But it did get me to thinking about a new game plot featuring a cowboy, a sharp shootin' sidewinder who wrangles the roughest stock and rides into the sunset on a horse named Ajax.

Howard with Ajax. The Lone Gamester?

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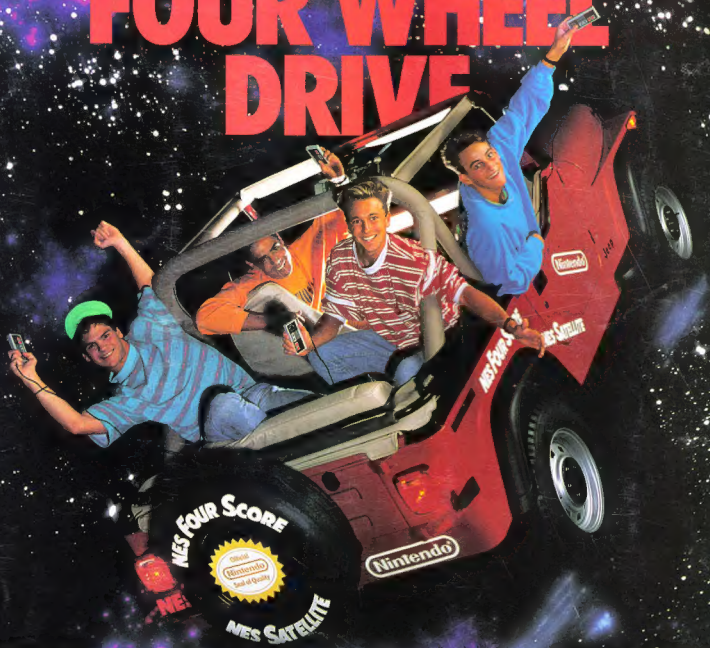

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